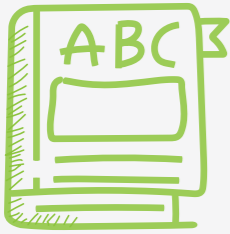




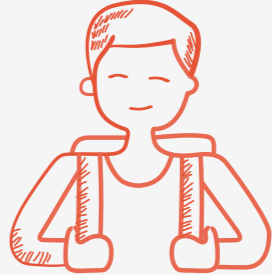





Level 1		Level 2		Level 3		Level 4		Level 5		Level 6	
Family Body Clothes	Home Farm Party Time Fun & Games Playtime	Classroom My Games In My House In My Town	Dream Job My Day Favorite Food Wild Animals Fun	Waking Up Jobs Working Hard Animals	Weather Smells Food Healthy Living School Trips	Kids in My Class My Schedule World Food Feelings	Weird Animals History Special Days Hobbies Learning	My Interests Family Ties Helping Others Shopping	Holidays The Future Adventures	About School Young People Goals	If I Could Fly School Subjects Mysteries Entertainment

## SKILLS

						
Vocabulary	Writing	Phonics	Reading	Values/Life Skills	Activities	Learning Objectives

## SAMPLE LESSON

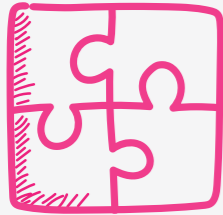






Clock Times Verbs Months of the Year Adverbs of Frequency	Sentence (Subjects and Verbs) Paragraph (Titles and Topic Sentences)	ar, er, or, ch, tch sh, ee, ie, ou, ow	Read a letter from your parents about their day	Punctuality Time Management Making plans with others	Clock Times Verbs Months of the Year Adverbs of Frequency	Can talk about times and daily activities CEFR (Common European Framework) GSE (Global Scale of English)
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# MATH CURRICULUM



Level 1		Level 2		Level 3		Level 4		Level 5		Level 6	
1-20 Number bonds Concepts Position Measurements	1-100 Picture graphs Multiplication Division Time Money	1-1000 Word problems Multiplication Division Length (+) (-) (x) (:)	Word problems Mass & Volume Money 3D figures Fractions Times Picture graphs	1-10,000 Multiplication Division Word problems involving the 4 operations	Money Area & Volume Bar graphs Fractions Angles Lines & perimeter	1-100,000 Factors and multiples (x) and (:) of whole numbers Angles Square & Rectangle Symmetry	Fractions Decimals The 4 operations of decimal Area & perimeter Table & line graphs	1-1 Million Operations of whole numbers (+) (-) (x) (:) Fractions & mixed numbers Area of triangle Ratio Volume of cubes and cuboids	Decimals Percentage Average Rate Triangles Quadrilaterals	Algebra Fractions Ratio Percentage Circles Angles in geometric figures	Speed Volume of solid and liquids Pie charts Solid figures and nets

## SKILLS

						
<b>Problem Solving</b>	<b>Mastery of Math Concepts</b>	<b>Word Problems</b>	<b>Developing Memory</b>	<b>Values/Life Skills</b>	<b>Activities</b>	<b>Learning Objectives</b>

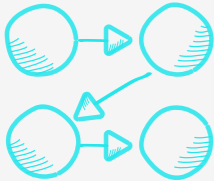

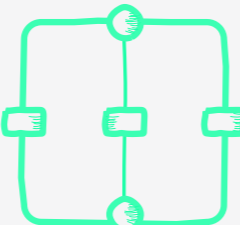


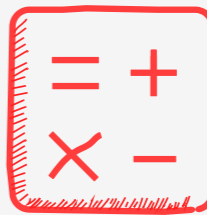

## SAMPLE LESSON

Rescue an astronaut	Addition, Subtraction, Multiplication, Division, Parentheses, Less than, Greater than	Read instructions (NASA Manual)	Remember results from previous steps/friends	Persistence, Teamwork	Rescue mission requiring motion	Be able to solve real world problems using math; thinking big.
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Level 1	Level 2	Level 3	Level 4	Level 5
Introduction to Algorithm (Offline Activities and Lightbot)	Applying Computing to Storytelling Part 1: Scratch Jr.	Applying Computing to Storytelling Part 2: Scratch Jr.	Applying Computing to Gaming	My First - Ever Hackathon

## SKILLS

 <p><b>SEQUENCE</b> Identifying a series of steps for a task</p>	 <p><b>LOOPS</b> Running the same sequence multiple times</p>	 <p><b>PARALLELISM</b> Making things happen at the same time</p>	 <p><b>EVENTS</b> One thing causing another thing to happen</p>	 <p><b>CONDITIONALS</b> Making decisions based on conditions</p>	 <p><b>OPERATORS</b> Support for mathematical and logical expressions</p>	 <p><b>DATA</b> Storing, retrieving and updating values</p>
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## SKILLS

 <p><b>EXPERIMENTING AND ITERATING</b> Developing a little bit, then trying it out, then developing some more</p>	 <p><b>TESTING AND DEBUGGING</b> Making things work - and finding and solving problems when they arise</p>	 <p><b>REUSING AND REMIXING</b> Making something by building on existing projects or ideas</p>	 <p><b>ABSTRACTING AND MODULARIZING</b> Exploring connections between the whole and the parts</p>
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