

Area of Learning: APPLIED DESIGN, SKILLS, AND TECHNOLOGIES Kindergarten–Grade 3

BIG IDEAS

Designs grow out of natural curiosity.

Skills can be developed through play.

Technologies are tools that extend human capabilities.

Curricular Competencies	Content
Students are expected to be able to do the following:	Students are expected to use the learning standards
Applied Design	for Curricular Competencies from Applied Design, Skills, and Technologies K–3 in combination with grade-level content from other areas of learning in
Ideating	
 Identify needs and opportunities for designing, through exploration Generate ideas from their experiences and interests 	cross-curricular activities to develop foundational mindsets and skills in design thinking and making.
Add to others' ideas	
Choose an idea to pursue	
Making	
 Choose tools and materials Make a product using known procedures or through modelling of others Use trial and error to make changes, solve problems, or incorporate new ideas from self or others 	
Sharing	
 Decide on how and with whom to share their product Demonstrate their product, tell the story of designing and making their product, and explain how their product contributes to the individual, family, community, and/or environment Use personal preferences to evaluate the success of their design solutions Reflect on their ability to work effectively both as individuals and collaboratively in a group 	
Applied Skills	
 Use materials, tools, and technologies in a safe manner in both physical and digital environments Develop their skills and add new ones through play and collaborative work 	
Applied Technologies	
• Explore the use of simple, available tools and technologies to extend their capabilities	



Area of Learning: ARTS EDUCATION

Grade 3

BIG IDEAS

The mind and body work together when creating works of art.

curricular content

Creative experiences involve an interplay between exploration, inquiry, and purposeful choice.

Dance, drama, music, and visual arts are each unique languages for creating and communicating.

The **arts** connect our experiences to the experiences of others.

Learning Standards

Curricular Competencies Content Students will be able to use creative processes to: Students are expected to know the following: • elements in the arts, including but not limited to: **Exploring and creating** dance: body, space, dynamics, time, • Choose **elements**, processes, materials, movements, technologies, tools, relationships, form techniques, and environments of the arts drama: character, time, place, plot, tension Create artistic works collaboratively and as an individual, using ideas inspired music: beat/pulse, duration, rhythm, tempo, pitch, by imagination, inquiry, experimentation, and purposeful play timbre, dynamics, form, texture • Explore identity, place, culture, and belonging through arts experiences visual arts: elements of design: line, shape, space, • Explore relationships among cultures, communities, and the arts texture, colour, form; principles of design: pattern, repetition, rhythm, contrast, emphasis Reasoning and reflecting · processes, materials, technologies, tools, and • Observe, listen, describe, inquire, and predict how artists (dancers, actors, techniques to support arts activities musicians, and visual artists) use processes, materials, movements, technologies, • **notation** to represent sounds, ideas, and movement tools, and techniques a variety of dramatic forms • Refine ideas, processes, and technical skills in a variety of art forms image development strategies • Reflect on creative processes and make connections to personal experiences choreographic devices • Connect knowledge and skills from other areas of learning in planning, • symbolism as ways of creating and representing meaning creating, and interpreting works for art • traditional and contemporary Aboriginal arts and arts-Communicating and documenting making processes Apply learned skills, understandings, and processes in new contexts • a variety of local works of art and artistic traditions • Interpret and communicate ideas using symbolism in the arts from diverse cultures, communities, times, and places personal and collective responsibility associated Express feelings, ideas, and experiences in creative ways Describe and respond to visual and performing art pieces and provide constructive with creating, experiencing, or sharing in a safe feedback learning environment • Experience, **document** and **share** creative works in a variety of ways • Demonstrate increasingly sophisticated application and/or engagement of



Area of Learning: CAREER EDUCATION

Kindergarten-Grade 3

BIG IDEAS

Confidence develops through the process of self-discovery.

Strong communities are the result of being connected to family and community and working together toward common goals.

Effective collaboration relies on clear, respectful communication.

Everything we learn helps us to develop skills.

Communities include many different roles requiring many different skills. Learning is a lifelong enterprise.

Curricular Competencies	Content
 Students are expected to be able to do the following: Identify and appreciate their personal attributes, skills, interests, and accomplishments Recognize the importance of positive relationships in their lives Share ideas, information, personal feelings, and knowledge with others Work respectfully and constructively with others to achieve common goals Recognize the importance of learning in their lives and future careers Set and achieve realistic learning goals for themselves Identify and appreciate the roles and responsibilities of people in their schools, 	Students are expected to know the following: Personal Development • goal-setting strategies • risk taking and its role in self-exploration Connections to Community • cultural and social awareness • roles and responsibilities at home, at school, and in the local community
families, and communities • Demonstrate effective work habits and organizational skills appropriate to their level of development • Recognize the basic skills required in a variety of jobs in the community	jobs in the local community

Area of Learning: ENGLISH LANGUAGE ARTS

BIG IDEAS

Language and **story** can be a source of creativity and joy.

Stories and other texts help us learn about ourselves, our families, and our communities. **Stories** can be understood from different perspectives.

Using language in creative and playful ways helps us understand how language works.

Curiosity and wonder lead us to new discoveries about ourselves and the world around us.

Curricular Competencies	Content
Using oral, written, visual, and digital texts , students are expected individually and collaboratively to be able to:	Students are expected to know the following:
Comprehend and connect (reading, listening, viewing)	Story/text
 Read fluently at grade level Use sources of information and prior knowledge to make meaning Make connections between ideas from a variety of sources and prior knowledge to build understanding Use developmentally appropriate reading, listening, and viewing strategies to make meaning Recognize how different texts reflect different purposes. Engage actively as listeners, viewers, and readers, as appropriate, to develop understanding of self, identity, and community Explain the role that story plays in personal, family, and community identity Use personal experience and knowledge to connect to text and make meaning Recognize the structure and elements of story Show awareness of how story in First Peoples cultures connects people to family and community Develop awareness of how story in First Peoples cultures connects people to land 	 elements of story functions and genres of stories and other texts text features literary elements and devices Strategies and processes reading strategies oral language strategies metacognitive strategies writing processes Language features, structures, and
Create and communicate (writing, speaking, representing)	conventions
 Exchange ideas and perspectives to build shared understanding Create stories and other texts to deepen awareness of self, family, and community Plan and create a variety of communication forms for different purposes and audiences Communicate using sentences and most conventions of Canadian spelling, grammar, and punctuation Develop and apply expanding word knowledge Explore and appreciate aspects of First Peoples oral traditions Use oral storytelling processes 	 features of oral language word patterns, word families legible handwriting sentence structure conventions



Area of Learning: MATHEMATICS

Grade 3

Fractions are a type of number that can represent quantities.

Connecting and reflecting

concepts

Reflect on mathematical thinking

Development of computational fluency in addition, subtraction, multiplication, and division of whole numbers requires flexible decomposing and composing.

• Represent mathematical ideas in concrete, pictorial, and symbolic forms

Connect mathematical concepts to each other and to other areas and personal interests
 Incorporate First Peoples worldviews and perspectives to make connections to mathematical

BIG IDEAS

Regular increases and decreases in **patterns** can be identified and used to make generalizations.

Standard units are used to describe, measure, and compare attributes of objects' shapes.

earning and payment

The likelihood of possible **outcomes** can be examined, compared, and interpreted.

Learning Standards

Curricular Competencies Content Students are expected to do the following: Students are expected to know the following: Reasoning and analyzing number concepts to 1000 fraction concepts · Use reasoning to explore and make connections addition and subtraction to 1000 Estimate reasonably addition and subtraction facts to 20 (emerging computational Develop mental math strategies and abilities to make sense of quantities fluency) Use **technology** to explore mathematics multiplication and division concepts **Model** mathematics in contextualized experiences increasing and decreasing patterns Understanding and solving pattern rules using words and numbers, based on concrete · Develop, demonstrate, and apply mathematical understanding through play, inquiry, and problem solving one-step addition and subtraction equations with an unknown Visualize to explore mathematical concepts Develop and use multiple strategies to engage in problem solving measurement, using standard units (linear, mass, and capacity) • Engage in problem-solving experiences that are connected to place, story, cultural practices, and time concepts perspectives relevant to local First Peoples communities, the local community, and other cultures construction of 3D shapes Communicating and representing **one-to-one correspondence** with bar graphs, pictographs, charts, • Communicate mathematical thinking in many ways likelihood of simulated events, using comparative language Use mathematical vocabulary and language to contribute to mathematical discussions financial literacy — fluency with coins and bills to 100 dollars, and Explain and justify mathematical ideas and decisions



Area of Learning: PHYSICAL AND HEALTH EDUCATION

BIG IDEAS

Daily participation in physical activity at moderate to vigorous intensity levels benefits all aspects of our well-being.

Movement skills and strategies help us learn how to participate in different types of physical activity.

Adopting healthy personal practices and safety strategies protects ourselves and others.

Having good communication skills and managing our emotions enables us to develop and maintain healthy relationships. Our physical, emotional, and mental health are interconnected.

Curricular Competencies	Content
Students are expected to be able to do the following:	Students are expected to know the following:
Physical literacy Develop and apply a variety of fundamental movement skills in a variety of physical activities and environments Apply a variety of movement concepts and strategies in different physical activities Apply methods of monitoring exertion levels in physical activity Develop and demonstrate safety, fair play, and leadership in physical activities Identify and explain factors that contribute to positive experiences in different physical activities Healthy and active living Participate daily in physical activity at moderate to vigorous intensity levels Identify and describe opportunities for and potential challenges to being physically active at school, at home, and in the community Explore and describe strategies for making healthy eating choices in a variety of settings Describe ways to access information on and support services for a variety of health topics Explore and describe strategies for pursuing personal healthy-living goals Social and community health Identify and describe avoidance or assertiveness strategies to use in unsafe and/or uncomfortable situations Describe and apply strategies for developing and maintaining positive relationships Explain how participation in outdoor activities supports connections with the community and environment	 proper technique for fundamental movement skills, including non-locomotor, locomotor, and manipulative skills movement concepts and strategies ways to monitor physical exertion levels different types of physical activities, including individual and dual activities, rhythmic activities, and games practices that promote health and well-being, including those relating to physical activity, sleep, and illness prevention nutrition and hydration choices to support different activities and overall health strategies for accessing health information strategies and skills to use in potentially hazardous, unsafe, or abusive situations nature and consequences of bullying effects of different substances, and strategies for preventing personal harm relationship between worries and fears factors that influence self-identity
Mental well-being	
 Identify and apply strategies that promote mental well-being Describe physical, emotional, and social changes as students grow older Describe factors that influence mental well-being and self-identity 	



Area of Learning: SCIENCE

Grade 3

BIG IDEAS

Living things are diverse, can be grouped, and interact in their ecosystems.

All matter is made of particles.

Thermal energy can be produced and transferred.

Wind, water, and ice change the shape of the land.

Students are expected to know the following: biodiversity in the local environment the knowledge of local First Peoples of	
 the knowledge of local First Peoples of 	
 the knowledge of local First Peoples of ecosystems energy is needed for life matter is anything that has mass and takes up space atoms are building blocks of matter sources of thermal energy transfer of thermal energy major local landforms local First Peoples knowledge of local landforms observable changes in the local environment caused by erosion and deposition by wind, water, and ice 	
	(continued)

Area of Learning: SCIENCE

Grade 3

Learning Standards (continued)

Curricular Competencies	Content
 Evaluating Make simple inferences based on their results and prior knowledge Reflect on whether an investigation was a fair test Demonstrate an understanding and appreciation of evidence 	
 Identify some simple environmental implications of their and others' actions Applying and innovating 	
 Contribute to care for self, others, school, and neighbourhood through personal or collaborative approaches Co-operatively design projects Transfer and apply learning to new situations Generate and introduce new or refined ideas when problem solving 	
Communicating	
 Represent and communicate ideas and findings in a variety of ways, such as diagrams and simple reports, using digital technologies as appropriate Express and reflect on personal or shared experiences of place 	

BIG IDEAS

Learning about indigenous peoples nurtures multicultural awareness and respect for diversity.

People from diverse cultures and societies share some common experiences and aspects of life.

Indigenous knowledge is passed down through oral history, traditions, and collective memory.

Indigenous societies throughout the world value the well-being of the self, the land, spirits, and ancestors.

Curricular Competencies	Content
 Students are expected to be able to do the following: Use Social Studies inquiry processes and skills to ask questions; gather, interpret, and analyze ideas; and communicate findings and decisions Explain why people, events, or places are significant to various individuals and groups (significance) Ask questions, make inferences, and draw conclusions about the content and features of different types of sources (evidence) Sequence objects, images, or events, and explain why some aspects change and others stay the same (continuity and change) Recognize causes and consequences of events, decisions, or developments (cause and consequence) Explain why people's beliefs, values, worldviews, experiences, and roles give them different perspectives on people, places, issues, or events (perspective) Make value judgments about events, decisions, or actions, and suggest lessons that can be learned (ethical judgment) 	Students are expected to know the following: cultural characteristics and ways of life of local First Peoples and global indigenous peoples aspects of life shared by and common to peoples and cultures interconnections of cultural and technological innovations of global and local indigenous peoples governance and social organization in local and global indigenous societies oral history, traditional stories, and artifacts as evidence about past First Peoples cultures relationship between humans and their environment