

# St. Mary of Gostyn School

## Grade 6 Curriculum Guide



### Social Studies

The focus will be:

- Geography/Map Skills
- Five themes of Geography
- Components of Civilizations
  - Basic life-sustaining needs
  - Government
  - Cultural aspects
- Ancient Civilizations
  - Mesopotamia, Egypt, India, China, Greece, Rome
- Middle Ages
  - Feudal system of government
  - Influence of Catholic Church in government
- Current Events

Students will:

- Exhibit map skills to read and interpret maps
- Compare types of government used around the world in ancient history
- Discuss current events as a class
- Develop a creative slideshow and oral presentation using research
- Demonstrate listening skills and proper etiquette during class discussions
- Demonstrate progress in note taking skills

### Religion

Sixth graders will learn through Scripture, prayer, discussion, and reflection about their Catholic faith. Catholic values are discussed and integrated not only in Religion, but in all classes. The focus will be:

- Learning to use the Bible
- Exploration of the Old Testament, the patriarchs, and salvation history
- Morality and the Ten Commandments
- The Mass and the responsibilities of Catholics

### Physical Education

In sixth grade, students learn and explore factors that affect a healthy lifestyle. Students will:

- Develop muscle strength, cardiorespiratory endurance, and flexibility
- Use rules, offensive and defensive strategies in cooperative sports and games
- Demonstrate sportsmanship in sports and games

### Music

Students will be able to:

- Use standard notation to write a melody
- Demonstrate written notation in a variety of meters
- Accurately demonstrate notation for treble and bass clefs
- Accurately manipulate pitch movement on the staff
- Play a major scale on the piano with steady tempo and proper finger movement
- Emphasis is on deeper study of all elements of notation

### Spanish

The focus is on:

- Conjugation of verb endings
- Conversation
- Pronunciation and Spelling

### Science

Students will engage in science and engineering practices to develop a conceptual understanding of earth, life, and physical sciences, and their connections, using inquiry and engineering design. Scientific inquiry involves the formulation of a question that can be answered through investigation. Engineering design involves the defining of a problem that can be solved through design of a solution. Science, Technology, Engineering, and Math – STEM – are interwoven and integrated into lessons, as they exist in everyday life. Students will use knowledge gained from different subject areas and apply this learning in different situations to build understanding, retention, and skill.

Students will:

- Research, investigate, develop explanations, design, and model solutions to problems
- Engage in discussion and use evidence to explain and argue
- Examine Earth's place in relation to the solar system, Milky Way galaxy, and universe
- Explore light and heat energy and concept of energy transfer
- Understand factors that create and affect weather, climate, global climate change
- Explore formation and cycling of rocks/minerals
- Explain Earth's geological processes
- Investigate the evidence of life on Earth and human impacts on Earth systems

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- Demonstrate knowledge of lab safety and proper use of scientific equipment
- Use computer technology to take notes, research, investigate, problem-solve, and report
- Develop and write a lab report to communicate *and explain* experimental findings

### Math

Sixth grade students acquire a knowledge of math and the ability to apply math skills to solve problems through the use of the text, *Glencoe Math Course 2*. The publisher offers information and activities at their website [www.msmath2.net](http://www.msmath2.net).

- Rate and ration concepts
- Extended applications of multiplication and division, including fractions
- Common factors and multiples
- The system of rational numbers
- Algebraic expressions
- One-variable equations and inequalities
- Area, surface area, and volume
- Statistical variability
- Distribution using dot plots, histograms, and boxplots

### Reading/Language Arts

The Language Arts Program includes reading, writing, speaking, listening, and the study of literature. The components of the program emphasize the development of those skills that allow students to read with fluency, comprehend and interpret written materials, communicate well, and listen and speak effectively. The skills acquired and understood are applied and reinforced in all content areas.

#### *Reading:*

A diverse selection of both fictional and informational text will be used to enhance student development of higher levels of comprehension and inferential thinking. Skills will develop and improve as students are presented with the following focus:

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- Analysis and evaluation (text marking) of plot, characterization, setting, point of view, and conflict from a variety of genres

- Identification of characteristics of various literary devices
- Application of word analysis and vocabulary skills

#### *Language Arts/Writing:*

Sixth grade students will use the 6+1 Traits of figurative language to convey meaning while applying classroom instruction of grammar, conventions, and vocabulary. The two textbooks used are McGraw-Hill's *Writer's Choice* and Sadlier's *Vocabulary Workshop*.

#### *Listening/Speaking:*

Sixth grade students will listen for understanding, follow directions, and respond appropriately to the speaker. Students will use acquired language and vocabulary to express opinions.

Students will:

- Present material orally
- Make presentations to individuals and small groups
- Participate in small and large group discussion and presentations
- Express ideas clearly when speaking
- Read fluency with expression

### STEAM

The STEAM program is separated into two different sections including Robotics and Programming, and Makerspace Activities.

The Robotics and Programming section of STEAM will focus on technology activities including the Sphero robotics program. These activities will be more teacher-led and focused on using critical thinking and problem-solving skills to program and code the robots to solve problems and accomplish goals.

The Makerspace section of STEAM will focus on hands-on activities in which students will work independently and collaboratively with their peers to devise solutions to problems and utilize a wide variety of tools to accomplish goals. The Makerspace is more student-led and explorative, while still maintaining structure with students working towards a common goal.