

Achieve and Maintain Health

- understand common health issues in children
- identify childhood injuries and illnesses
- locate resources that provide reliable health information

Responsible Personal and Social Behaviors

- describe characteristics needed to be a responsible friend and family member
- identify ways to communicate care, consideration, respect of self and others
- recognize outcomes of positive health decisions

Safety and Environmental Health Issues

- demonstrate ways to avoid and reduce threatening situations
- describe a variety of methods to convey accurate information and ideas

Motor Skills and Movement Patterns

- jog, hop, gallop, sideslide, and throw underhand
- try to skip, leap, jump, balance and roll
- catch, hand dribble, foot dribble and kick
- move in one's own personal space to a rhythm
- move at a slow speed, fast speed and use light force and strong force

Participate and Show Responsibility

- participate actively in physical education class
- explain why exercise is needed every day for a healthy heart
- recognize healthy and unhealthy foods
- use equipment appropriately and follow rules
- practice skills in small and large groups
- follow directions without reminders and accept suggestions to improve skills

Music Foundations

- move to show awareness of loud/soft, high/low, and fast/slow
- read music symbols representing beats of sound and silence
- improvise or compose musical ideas using voice or instrument

Sing and Play

- use the voice in a variety of ways including singing, speaking, whispering, calling
- play pitched and unpitched instruments with a steady beat
- sing a variety of songs from memory while learning to match pitches

Participate and Show Responsibility

- participate and show how to be responsible in activities and performances

Create and Present

- observe and investigate to prepare for artmaking
- use art vocabulary to describe choices

Respond and Connect

- compare images that represent the same subject

Participate and Show Responsibility

- use tools and materials properly

First Grade

Report Card Guide

Duluth Public Schools Duluth Public Schools values the reporting of student progress in order to provide families with timely, accurate, and useful information on student achievement.

Philosophy: All learners, given the opportunity, can pursue their highest potential. A standards-based reporting system is an objective means of communicating progress and mastery of grade level specific standards.

The content listed in this guide represents goals that children must meet by the end of the year.

Academic Performance Indicators:

The following are used in the student's progress report to indicate the level of performance in relation to the standards based on evidence of student performance:

Mastering (4) = The student exhibits knowledge and understanding of the concepts, skills, and processes the standard requires and can readily apply this knowledge in a variety of settings.

Meeting (3) = The student has a thorough knowledge, understanding, and application of the concepts, skills, and processes the standard requires.

Developing (2) = The student is gaining understanding of the concepts, skills, and processes the standard requires, but has not been able to consistently demonstrate the learning.

Beginning (1) = The student is just starting to understand the concepts, skills, and processes the standard requires and needs consistent support

Characteristics of Successful Learners:

*Listens and follows directions
Works cooperatively
Takes responsibility
Displays self-discipline
Completes daily work
Respects self and others*

Reading Comprehension

- ask and answer questions about books
- identify the narrator of a story
- explain the differences in books that provide information and books that tell stories
- use illustrations and details in a story to describe the characters, setting, and events
- make connections among events and ideas in books

Phonics and Spelling

- demonstrate understanding of the sounds of letters and how they work together to form words
- write all uppercase and lowercase letters

Reading Fluency

- read grade one texts accurately and fluently to support understanding

Writing

- write to inform, persuade, and tell stories

Speaking, Listening, Viewing, and Media Literacy

- use digital tools
- participate in conversations with classmates about topics and books
- understand headings, tables of contents, glossaries, and electronic menus

Grammar and Vocabulary

- punctuate sentences
- determine or clarify the meaning of unknown words
- use words learned through reading

Compare and Represent Whole Numbers

- use place value to describe numbers to 100
- read, write, and represent numbers to 120
- count with and without objects to 120
- find 10 more and 10 less than a number
- compare numbers to 120
- use words to describe the size of a number
- answer related questions on bar graphs and tally charts

Whole Number Addition and Subtraction

- model and solve addition and subtraction situations
- compose and decompose numbers to 12
- skip count by 2s, 5s, and 10s

Patterns

- create simple patterns
- identify to complete or extend patterns

Number Sentences

- use numbers sentence and objects to represent situations
- determine if equations are true and use models to find missing numbers

Two- and Three- Dimensional Shapes

- describe 2- and 3-D shapes
- compose and decompose 2- and 3-dimensional figures

Length, Time, and Money

- measure length with non-standard units
- tell time to the half hour
- identify and find the value of pennies, nickels, and dimes

Problem Solving

- use math talk to communicate and explain thinking
- use a variety of problem solving strategies

The Practice of Science

- generate scientific questions and provide evidence to support claims
- record and explain observations and procedures
- construct explanations based on evidence
- explain one's thinking through drawing, writing and/or discussions
- use tools to gather information and to solve problems
- compare one's own observations with those of others

Interactions Among STEM and Society

- explain how engineered products and design services impact the natural world
- plan how to solve a problem using the engineering design process.
- test and evaluate engineering design solutions and communicate results
- describe how one invention leads to new inventions

Earth Structure and Processes

- identify and sort rocks by properties and explain one's reasons for sorting
- describe and compare different types of earth materials and use tools to sort them
- describe objects made of earth materials

Structure and Function in Living Systems

- identify the needs of animals
- describe the changes that take place in an animal's life cycle

Interdependence Among Living Systems

- explain that if part of a living system is missing it may not function correctly

Adaptations within Living Systems

- explain how an animal's habitat provide for its basic needs

Civics Skills: Rights and Responsibilities

- explain how citizens participate in their community
- explain reasons for civic traditions, such as the Pledge of Allegiance
- identify the president of the United States
- explain how effective rules are made

Economics: Choices and Trade-offs

- describe costs and benefits of choices
- explain scarcity
- explain the purpose of trade

Geography: Location and Description of Places

- sketch maps to show familiar places and describe information found on maps
- use relative and absolute location to locate a place
- compare two places on a globe or map

Historical Thinking Skills

- create a timeline of one's own life
- ask basic historical questions

People, Cultures, and Change Over Time

- describe daily life in the past based on records or evidence
- compare family life of the past to today
- compare buildings and technology of the past to today