

Grade 1.1

Week	Unit	Content
1	Mapping	2D Shapes and properties recognition <i>Use shapes to map and build a model of the school.</i> <i>Semester starts Wednesday, 1st September</i>
2		
3		
4	Magnets	Using magnets to explore magnetic fields and design a tool that can attract metal objects.
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6		
7	Classifying Animals	Design a hybrid animal.
8		Combining two different breeds to create a specie.
9		
10	Review	
11	Habitats	Build an Animal Habitat Identify different habitats, build a habitat that suits an animal's living needs.
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13		
14	Recycle it!	Compare recycling and repurposing of material Use recycled material to create a pencil case.
15		
16		
17	Invent it!	Explore and understand invention. Create plastic from natural resources.
18		
19		
20	Review	
21		

Grade 1.2		
Week	Unit	Content
1	Living and Non-living	Classification of living and non-living organisms Design and build a mini greenhouse
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3		
4	Gravity	Explore gravity as well as the center of gravity through various experiments. Craft stick balance, defying gravity in a shoebox, gravity drop.
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6		
7	Earth Day	Students will learn a new method for dispersing seeds that has both artistic and historical value by making seed bombs and bird feeders. Explore things we can do to save our earth.
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10	Review	
11	Engineering Sound	Utilizing a variety of objects and materials to design and create different musical instruments.
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14	Human Body	Observe the different systems of the body, how do the lungs work, create a working model of the lungs
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16		
17	Seasons	Characteristics of different seasons. Axis of earth Make a spider web.
18		
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20	Review	
21		Semester ends January 20 th