

Kids Voting Correlates to the North Carolina Standard Course of Study

KINDERGARTEN LANGUAGE ARTS

NC Standard Course of Study Competency Goals	Objectives	Kids Voting Classroom Activities: K-2
<p>Goal 1: The Learner will develop and apply enabling strategies and skills to read and write.</p>	<p>1.01 Develop book and print awareness.</p> <p>1.02 Develop phonemic awareness and knowledge of alphabetic principle.</p> <p>1.03 Demonstrate decoding and word recognition strategies and skills.</p> <p>1.04 Read or begin to read.</p>	<p><i>Elections and Voting</i></p> <ul style="list-style-type: none"> • Yes or No Game 1.01, 1.03 • Pencil Flags 1.04 • The Wish Tree 1.03 • Voting Simulation 1.04 • Marking a Ballot 1.03, 1.04 • Electronic Bulletin Board 1.03 <p><i>Democracy and the People</i></p> <ul style="list-style-type: none"> • Literature Connection: <u>D is for Democracy</u> 1.02, 1.03 <p><i>Active Citizenship</i></p> <ul style="list-style-type: none"> • If Elected 1.04 • Match Community Helpers 1.02
<p>Goal 2: The learner will develop and apply strategies and skills to comprehend text that is read, heard and viewed.</p>	<p>2.02 Demonstrate familiarity with a variety of types of books and selections (e.g., picture books, caption books, short informational texts, nursery rhymes, word plays/finger plays, puppet plays, reenactments of familiar stories).</p> <p>2.03 Use preparation strategies to activate prior knowledge and experience before and during the reading of a text.</p> <p>2.04 Formulate questions that a text might answer before beginning to read (e.g., what will happen in this story, who might this be, where do you think this happens).</p> <p>2.05 Predict possible events in texts before and during reading.</p> <p>2.06 Understand and follow oral-graphic directions.</p>	<p><i>Elections and Voting</i></p> <ul style="list-style-type: none"> • Yes or No Game 2.06 • Marking the Winners 2.04 • Voting Simulation 2.06 • Which Hand? 2.04, 2.05 • Three Changes 2.05, 2.06 • Literature Connection: <u>Duck for President</u> 2.02, 2.03, 2.05 <p><i>Democracy and the People</i></p> <ul style="list-style-type: none"> • Literature Connection: <u>D is for Democracy</u> 2.03 <p><i>Active Citizenship</i></p> <ul style="list-style-type: none"> • Robots 2.06 • Literature Connection: <u>Miss Rumphius</u> 2.02, 2.03, 2.04, 2.05

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<p>Goal 3: The learner will make connections through the use of oral language, written language and media & technology.</p>	<p>3.02 Discuss concepts and information in a text to clarify and extend knowledge.</p> <p>3.03 Associate target words with prior knowledge and explore an author’s choice of words.</p> <p>3.04 Use speaking and listening skills and media to connect experiences and text: listening to and re-visiting stories, discussing, illustrating, and dramatizing stories, discovering relationships.</p>	<p><i>Elections and Voting</i></p> <ul style="list-style-type: none"> • Marking the Winners 3.04 • Literature Connection: <u>Duck for President</u> 3.03, 3.04 <p><i>Democracy and the People</i></p> <ul style="list-style-type: none"> • What's For Kids? 3.02 • Car-Car 3.04 • Democracy in the Print 3.02 <p><i>Active Citizenship</i></p> <ul style="list-style-type: none"> • I Heard, I Think, I Know 3.04 • Match Community Helpers 3.03
<p>Goal 4: The learner will apply strategies and skills to create oral, written and visual texts.</p>	<p>4.01 Use new vocabulary in own speech and writing.</p> <p>4.02 Use words that name and words that tell action in a variety of simple texts (e.g. oral retelling, written stories, lists, journal entries of personal experiences).</p> <p>4.03 Use words that describe color, size, and location in a variety of texts: e.g. oral retelling, written stories, lists, journal entries of personal experiences.</p> <p>4.04 Maintain conversation and discussions.</p> <p>4.05 Use a variety of sentence patterns such as interrogative requests (Can you go with me?) and sentence fragments that convey emotion (Me, too!).</p> <p>4.06 Write and/or participate in writing behaviors by using authors’ models of language.</p>	<p><i>Elections and Voting</i></p> <ul style="list-style-type: none"> • Election Bulletin Board 4.02, 4.06 • Which Hand 4.05 • The Wish Tree 4.01, 4.05 • Kids Voting Registration 4.05 • Literature Connection: <u>Duck for President</u> 4.03, 4.04 • Marking a Ballot 4.03 <p><i>Democracy and the People</i></p> <ul style="list-style-type: none"> • If I Were... 4.04 • Friends Afar 4.01,4.04, 4.05 ,4.06 <p><i>Active Citizenship</i></p> <ul style="list-style-type: none"> • Match Community Helpers 4.04 • Postcards 4.01, 4.06 • If Elected 4.01, 4.02, 4.04
<p>Goal 5: The learner will apply grammar and language conventions to communicate effectively.</p>	<p>5.01 Develop spelling strategies and skills.</p> <p>5.02 Use capital letters to write the word I and the first letter in own name.</p>	<p><i>Elections and Voting</i></p> <ul style="list-style-type: none"> • Kids Voting Registration 5.02 • Pencil Flags 5.01, 5.03 • The Wish Tree 5.01, 5.02, 5.03 • Literature Connection: <u>Duck for</u>

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	5.03 Use legible manuscript handwriting.	<p><u>President</u> 5.01</p> <ul style="list-style-type: none"> • Electronic Bulletin Board 5.01 <p><i>Democracy and the People</i></p> <ul style="list-style-type: none"> • If I Were 5.02, 5.03 • Literature Connection: <u>D is for Democracy</u> 5.01, 5.02, 5.03 <p><i>Active Citizenship</i></p> <ul style="list-style-type: none"> • Postcards 5.01, 5.02, 5.03 • If Elected 5.01, 5.03