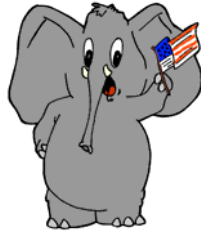


Kids Voting Correlates to the North Carolina Standard Course of Study

# **FIRST GRADE SOCIAL STUDIES**

*Neighborhoods and Communities around the World*



NC Standard Course of Study Competency Goals	Objectives	Kids Voting Classroom Activities: K-2
<p><b>Goal 1: The learner will analyze how individuals, families, and groups are similar and different.</b></p>	<p><b>1.01</b> Describe the roles of individuals in the family.</p> <p><b>1.02</b> Identify various groups to which individuals and families belong.</p> <p><b>1.03</b> Compare and contrast similarities and differences among individuals and families.</p> <p><b>1.04</b> Explore the benefits of diversity in the United States.</p>	<p><b><i>Democracy and the People</i></b></p> <ul style="list-style-type: none"> <li>• Friends Afar <b>1.01, 1.02, 1.03</b></li> <li>• Democracy In The Print <b>1.02, 1.03</b></li> </ul> <p><b><i>Active Citizenship</i></b></p> <ul style="list-style-type: none"> <li>• Match Community Helpers <b>1.02, 1.03, 1.04</b></li> </ul>
<p><b>Goal 2: The learner will identify and exhibit qualities of good citizenship in the classroom, school, and other social environments.</b></p>	<p><b>2.01</b> Develop and exhibit citizenship traits in the classroom, school, and other social environments.</p> <p><b>2.02</b> Identify the roles of leaders in the home, school, and community such as parents, mayor, police officers, principal, and teacher.</p> <p><b>2.03</b> Participate in democratic decision-making.</p> <p><b>2.04</b> Recognize the need for rules in different settings.</p> <p><b>2.05</b> Identify the need for fairness in rules by individuals and by people in authority.</p> <p><b>2.06</b> Predict consequences that may result from responsible and irresponsible actions.</p>	<p><b><i>Elections and Voting</i></b></p> <ul style="list-style-type: none"> <li>• The Odd Vote <b>2.01, 2.02, 2.03, 2.05, 2.06</b></li> <li>• Voting Chain <b>2.03</b></li> <li>• Yes or No Game <b>2.03, 2.05, 2.06</b></li> <li>• Which Hand? <b>2.01, 2.02, 2.03</b></li> <li>• Election Bulletin Board <b>2.02, 2.04, 2.05, 2.06</b></li> <li>• Kids Voting Registration <b>2.01, 2.03</b></li> <li>• Voting Simulation <b>2.01, 2.03</b></li> <li>• Marking A Ballot <b>2.01, 2.03, 2.05, 2.06</b></li> <li>• Pencil Flags <b>2.01, 2.03</b></li> <li>• Marking the Winners <b>2.01, 2.03</b></li> <li>• The Wish Tree <b>2.01, 2.02, 2.04, 2.05, 2.06</b></li> <li>• Literature: <u>Duck For President</u> <b>2.01, 2.02, 2.04, 2.05</b></li> <li>• Culminating Activity: I Go To The Polls <b>2.01, 2.03</b></li> </ul>

NC Standard Course of Study Competency Goals	Objectives	Kids Voting Classroom Activities: K-2
		<p><b><i>Democracy and the People</i></b></p> <ul style="list-style-type: none"> <li>• Who’s the Leader? 2.01, 2.02</li> <li>• If I Were... 2.03, 2.05, 2.06</li> <li>• Car-Car 2.05, 2.06</li> <li>• “I Can Vote” Song 2.01, 2.03</li> <li>• Democracy In The Print 2.04, 2.05, 2.06</li> <li>• Literature: <u>D is for Democracy: A Citizen’s Alphabet</u> 2.03, 2.04, 2.05, 2.06</li> <li>• Culminating Activity: Democracy &amp; Me 2.01, 2.02, 2.04, 2.05, 2.06</li> </ul> <p><b><i>Active Citizenship</i></b></p> <ul style="list-style-type: none"> <li>• I Heard, I Think, I Know 2.03, 2.04, 2.05, 2.06</li> <li>• Making Inferences 2.02, 2.03, 2.04</li> <li>• Robots 2.05, 2.06</li> <li>• Zoo Animal Cages 2.01</li> <li>• Two On A Crayon 2.01</li> <li>• If Elected... 2.04, 2.05, 2.06</li> <li>• Postcards 2.01</li> <li>• Targeting Problems in My Community 2.01, 2.02, 2.03, 2.04, 2.05</li> <li>• Literature: Miss <u>Rumphius</u> 2.03, 2.04, 2.05</li> <li>• Culminating Activity: What’s The Problem? 2.02, 2.03, 2.05, 2.06</li> </ul>
<p><b>Goal 3: The learner will recognize and understand the concept of change in various settings.</b></p>	<p><b>3.01 Describe personal and family changes, past and present.</b></p>	<p><b><i>Elections and Voting</i></b></p> <ul style="list-style-type: none"> <li>• Three Changes 3.01</li> </ul>
<p><b>Goal 7: The learner will recognize how technology is used at home, school, and in the community.</b></p>	<p><b>7.01 Compare and contrast the use of media and forms of communication at home and in other social environments.</b></p> <p><b>7.02 Describe how communication and transportation link communities.</b></p> <p><b>7.03 Use the computer and other technological tools to gather, organize, and display data.</b></p>	<p><b><i>Active Citizenship</i></b></p> <ul style="list-style-type: none"> <li>• I Heard, I Think, I Know 7.01, 7.03</li> <li>• Spokespeople for Kids Voting 7.01, 7.02, 7.03</li> </ul>