

Kids Voting Correlates to the North Carolina Standard Course of Study

# KINDERGARTEN SOCIAL STUDIES

*Self and Family/Families around the World*



| NC Standard Course of Study Competency Goals  | Objectives  | Kids Voting Classroom Activities: K-2   |
|---|---|---|
| <p><b>Goal 1: The learner will investigate how individuals, families, and groups are similar and different.</b></p>                                       | <p><b>1.01</b> Describe how individuals are unique and valued.</p> <p><b>1.02</b> Identify different groups to which individuals belong.</p>  | <p><b><i>Active Citizenship</i></b></p> <ul style="list-style-type: none"> <li>• Match Community Helpers <b>1.01, 1.02</b></li> </ul>   |
| <p><b>Goal 2: The learner will identify and exhibit qualities of responsible citizenship in the classroom, school, and other social environments.</b></p> | <p><b>2.01</b> Exhibit citizenship traits such as integrity, responsibility, and trustworthiness in the classroom, school, and other social environments.</p> <p><b>2.02</b> Participate in democratic decision making.</p> <p><b>2.03</b> Describe the importance of rules and laws.</p> | <p><b><i>Elections and Voting</i></b></p> <ul style="list-style-type: none"> <li>• The Odd Vote <b>2.02</b></li> <li>• Voting Chain <b>2.02, 2.03</b></li> <li>• Yes or No Game <b>2.01, 2.03</b></li> <li>• Which Hand? <b>2.01, 2.02</b></li> <li>• Election Bulletin Board <b>2.01</b></li> <li>• Kids Voting Registration <b>2.02</b></li> <li>• Voting Simulation <b>2.01, 2.02, 2.03</b></li> <li>• Marking A Ballot <b>2.01, 2.02</b></li> <li>• Pencil Flags <b>2.01</b></li> <li>• Marking The Winners <b>2.01</b></li> <li>• The Wish Tree <b>2.01, 2.03</b></li> <li>• Literature: <u>Duck For President</u> <b>2.01, 2.02</b></li> <li>• Culminating Activity: I Go To The Polls <b>2.01, 2.02, 2.03</b></li> </ul> <p><b><i>Democracy and the People</i></b></p> <ul style="list-style-type: none"> <li>• Who’s The Leader? <b>2.01</b></li> <li>• If I Were... <b>2.01, 2.03</b></li> <li>• Car-Car <b>2.01, 2.03</b></li> <li>• “I Can Vote” Song <b>2.02</b></li> </ul> |

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|---|--|--|
|   |  | <ul style="list-style-type: none"> <li>• Culminating Activity: Democracy and Me 2.01, 2.02, 2.03</li> </ul> <p><i>Active Citizenship</i></p> <ul style="list-style-type: none"> <li>• Robots 2.01</li> <li>• Zoo Animal Cages 2.01</li> <li>• Two On A Crayon 2.01</li> <li>• If Elected...2.01, 2.01, 2.03,</li> <li>• Literature: <u>Miss Rumphius</u> 2.01, 2.03</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</b> Observe and describe how individuals and families grow and change.</p> <p><b>3.04</b> Recognize changes in the classroom and school environments.</p>   | <p><i>Elections and Voting</i></p> <ul style="list-style-type: none"> <li>• Three Changes 3.01, 3.04</li> </ul>  |
| <p><b>Goal 7: The learner will recognize how technology is used at home, school, and the community.</b></p> | <p><b>7.01</b> Identify different types of media and forms of communication.</p> <p><b>7.03</b> Describe functions of computers and other electronic devices used in the home, school, and other environments.</p> | <p><i>Active Citizenship</i></p> <ul style="list-style-type: none"> <li>• I Heard, I Think, I Know 7.01</li> <li>• Spokespeople for Kids Voting 7.01, 7.03</li> </ul>  |