

Grade 6 Curriculum Overview

RELIGION

- **Our Sunday Visitor: Alive in Christ**
- The Ten Commandments and The Beatitudes
- Revelation and the life of Jesus Christ
- The Church and Morality
- The Kingdom of God
- Holy Trinity
- Sacraments

LANGUAGE ARTS

- **Pearson My Perspectives** ELA/Literacy program aligned to the Common Core ELA Standards
 - Encompasses Literature, Writing, Grammar, Vocabulary and Spelling
- Accelerated Reader Program – Personalized goals for independent reading practice
- Writing: Narrative, Informational, Expository and Research
- Literature: Text Complexity, Reading Comprehension, Class Novels

MATHEMATICS

- **Progress in Mathematics (Sadlier-Oxford)**
- Sadlier Connect and ALEKS Website Resources
- Number Sense
- Multiplication/Division of Whole Numbers and Decimals
- Expressions, Equations and Integers
- Fractions - Addition, Subtraction, Multiplication, Division. Probability
- Data and Statistics
- Geometry
- Ratio, Proportion, Percent and Measurement

SOCIAL STUDIES

- First Civilizations: Early Humans, Mesopotamia, New Empires
- Ancient Egypt: Egyptian Empire, Civilization of Kush
- Ancient Israelites: Kingdom of Israel, Growth of Judaism
- Early India: First Indian Civilizations, Hinduism and Buddhism, India's Empire
- Early China: Development of Civilizations, Life in Ancient China, Qin and Han Dynasties
- The Ancient Americas: The First Americans, Mayan People,
- The Ancient Greeks: Sparta and Athens, Persian Wars,
- Greek Civilization: Philosophy and History, Alexander the Great, Spread of Greek Culture

SCIENCE

- **Interactive Science (Pearson)**
- Hands-On Experiments
- STEM Practices
- NGSS Aligned Curriculum
- Relationships in Ecosystems
- Matter and Energy
- Space Systems
- History of Earth
- Earth Systems
- Weather and Climate

ENRICHMENT CURRICULUM

- Science Camp
- Stations of the Cross
- Electives
- Art, Music, Spanish, PE

TECHNOLOGY

- Internet Safety and Digital Citizenship - Online Safety, Cyberbullying, Copyright, Social Networking
- Computing Basics - iPad Basics, Apps, Keyboarding and mouse skills, Drawing, Word Processing, Presentation, Spreadsheet, Movie production, Graphics
- Information Literacy - Internet search and browsing, Online login, Bookmarking pages, Research, Online tests, Citation
- Project-Based Learning - Cross-curricular
- Computational Thinking - Coding, Robotics, Websites

MAKERSPACE

- Brain Fitness: Game Design and Coding using Tynker