# 6th Grade Curriculum Night

- Mrs. Lerma
- Ms. Rinne
- Mrs. Scott



# Agenda

#### Welcome

- Daily Schedule
- Curriculum
- Science Camp
- Homework
- School to Home Communication
- Robotics Club

# Reading

- Literature studies- We are starting with <u>Amelia to Zora</u>, <u>The Great Fire</u>, and <u>The Egypt Game</u> and Journeys CUSD's reading series textbook
- Journeys Common Core Textbook
  - Houghton Mifflin Harcourt
  - ISBN 978-0-547-88777-7
- Skills and areas to be addressed include:
  - Decoding Skills
  - Comprehension Skills
  - Vocabulary
  - Fluency
  - Strategies
  - Presentations & Recitations
  - Technology & Galileo

# Reading

Below is a list of just a few books and stories that your 6th grade student will be reading this year!

- Amelia to Zora
- The Great Fire
- The Egypt Game \*
- The False Prince
- A Single Shard
- Freedom Walkers

- The Giver
- Wrinkle in Time\*
- Brian's Winter

<sup>\*</sup> Please purchase a **used or new copy** of this book

# Spelling

- Spalding Method
- 20 words tested each Thursday
- Handwriting will be assessed based on Spalding criteria, not just "neat" handwriting

# Written Assignments/Grades

- Writing assignments will take place in multiple classrooms
- Final drafts: typed, using MLA formatting
  - Assignments will be completed both at home and school
- Plagiarism=ZERO
- Grading scales will be included for formal assignments

# Writing/Grammar

- Spalding & Journeys Curriculum
- Supported by other resources, which will include Easy Grammar
- Generally, an assessment will be given
   1-2 times a week
- Technology and Galileo

#### Math

- College and Career Ready State Standards
- STEM and STEAM activities and tasks
- McGraw Hill Text Glencoe 7<sup>th</sup> grade math
- 6<sup>th</sup> grade state standards review and mastery
- Test days will be most Fridays and end of QTR
- Homework assigned Mon-Thurs
- Other
  - Monthly Fact Assessments
  - Technology opportunities (Galileo, Moby Max, Hour of Code, etc.)

#### Social Studies

- ► Holt World History Textbook ISBN-13: 978-0-03-093664-7
- Ancient Civilizations:
   Mesopotamia, Egypt, Greece, Rome, Middle Ages, Asia, and Africa
- Vocabulary development
- Projects will correspond with history content
- Egypt Day

#### Science

- Harcourt Science AZ Edition ISBN 0-15-348833-6
- Scientific Method
- Vocabulary Development
- Classroom Experiments/Projects
- Science Fair Project-Local and HISEF
- Topics: Earth and Space Science,
   Physical Science and Life Science
- Technology opportunities-Galileo,
   Discovery Ed, Smithsonian, etc.

#### Prescott Pines

# Get Ready For Fun! Get Ready For Camp!

September 11-13, 2017

- Carly CrowleyOutdoor Education Coordinator(928) 445-5225
- Science Camp Parent Meeting August 16<sup>th</sup> MPR



#### Homework

- Assignments Monday-Thursday
- Students are expected to complete work as assigned
- Make-up work policy: One day to complete work for each day absent
- A parent signature, in addition to grades from each subject noted from Infinite Campus, is required each Friday in the student agenda.
- Challenges: If your child is having difficulty, please encourage your child to speak to their teacher. If still needed, send an email to the appropriate teacher(s).

#### Communication

- Agenda
- Completed/Graded class work and tests will be handed back to individual students by the subject teacher. Please review the work on a weekly basis, watch for parent signature requests.
- Check EMAIL and INFINITE CAMPUS messages This will be our primary avenue of communication.
- Progress reports and report cards will be online; there will be no paper copies.
- Thursday after 4pm: check & record Infinite Campus grades in agenda
  - Sign the agenda each week in Friday Section

#### Communication

- Individual Teacher Pages
- → 6<sup>th</sup> Grade News Page
- 6<sup>th</sup> Grade Calendar (found on 6<sup>th</sup> grade news)
- Long Term Assignments (found on 6<sup>th</sup> grade news page)
- Make sure to sign-up for E-alerts ⊕

# Human Growth and Development

- One and half hour program
- Boys and girls are separated
- Alternative program is available
- A signed permission slip is required
- Scheduled in April You will be notified in advance of the program taking place

#### August 30 & 31 Conferences: Early Dismissal

- Sign-Up Genius
- One conference per student
- Students are required to attend and bring their agenda
- 15 minute individual team conference
- Conferences are not mandatory, but are available

#### Behavior - Grades

- Who is an E student in 6<sup>th</sup> grade?
- All students will begin each quarter with "S-Satisfactory" letter grades in all Behaviors that Promote Learning categories for report cards.
- Students who display EXCELLENT behavior that is recognized by 6<sup>th</sup> grade teachers will earn an "E" in BTPL categories.
- "I" and "N" categories

# Behavior Rewards

- Devil Dollars
- Redbird Bucks
- Duck Dollars



#### 6<sup>th</sup> Grade reminders

- Dress code enforced
  - Shirts: solid navy, red or white collared shirt with sleeves tucked in.
  - Bottoms: plain, dark navy or khaki. Jeans should not be tight fitting or baggy. Shorts should be modest length, approximately to the knee.
  - Please refer to CTA Procedure Manual for more details.
  - Link for 6<sup>th</sup> grade logo polo's and Friday T's: http://ctaliberty.koalatyemb.com/catalog/22887/

#### 6th Grade Reminders cont.

- School Arrival-Students should not arrive prior to 7:45am if not attending a club meeting, music class or prior arranged appointment. Playground is unsupervised.
- Materials- Students should come prepared everyday with needed materials for each class. Missing materials will cause students to fall behind.
- If your student is absent, please advise your student to follow up with their teachers upon their return. Homework will not be given out prior to a scheduled absence.

#### Robotics Club

#### Ms. Racco & Mrs. Logston

#### 3 Components:

- Robot Game: students will design, build, and program a robot to autonomously complete a series of missions around this year's theme
- <u>Project</u>: students will identify a problem, research and develop an innovative solution, and create and entertaining presentation of the work
- Core Values: students will demonstrate teamwork and other FLL Core Values in every component



# Questions?

Thank you for your donations!