Type	Content	Curriculum	Elaboration
Big Ideas	Aboriginal narratives are part of Canada's Francophone history and culture.	Français langue première 6	
Content	<ul> <li>excretory</li> <li>reproductive</li> <li>hormonal</li> <li>nervous</li> </ul>	Science 6	First People's understandings of body systems in humans a animals, kidneys, ureters, bladder, etc., ovaries, testes, etc., chemical messengers in the body (e.g., insulin, adrenalin), I spinal cord, etc.; role of receptors — the brain interprets the received and can make mistakes (e.g., optical illusions) in t interpretations
Content	heterogeneous mixtures	Science 6	suspensions (e.g., salad dressing), emulsions (e.g., milk), co (e.g., aerosols)
Content	<ul> <li>separated using a difference in component properties</li> <li>local First Peoples knowledge of separation and extraction methods</li> </ul>	Science 6	<ul> <li>density (e.g., centrifuge or settling, silt deposits in a delta, tailings ponds, Roman aqueduct settling section particle size (e.g., sieves, filters)</li> <li>, historical and current First Peoples use of separation and extraction methods (e.g., eulachon oil, extraction of medici plants, pigments, etc.)</li> </ul>
Content	Newton's three laws of motion	Science 6	<ul> <li>first law: objects will stay stopped or in constant mountil acted upon by an outside force</li> <li>second law: only an unbalanced force causes accele</li> <li>third law: every force has an equal and opposite rea force</li> </ul>
Content	effects of balanced and unbalanced forces in daily physical activities	Science 6	<ul> <li>balanced forces are equal and opposite forces (e.g., a chair)</li> <li>unbalanced forces are unequal; one force is larger (cars on different ramps, mousetrap cars, rockets)</li> </ul>

Type	Content	Curriculum	Elaboration
Content	force of gravity	Science 6	<ul> <li>examples of effects of balanced and unbalanced forces in sports and physical education activities</li> <li>gravity is the force of attraction between objects tha all objects toward each other</li> <li>on Earth, gravity pulls objects toward the centre of planet (e.g., falling objects, egg drop)</li> </ul>
Content	the overall scale, structure, and age of the universe the position, motion, and components of our solar system in our galaxy	Science 6 Science 6	<ul> <li>planets, moons, asteroids, meteors, comets, etc.</li> <li>First Peoples perspectives regarding aurora borealis other celestial phenomena</li> <li>extreme environments including contributions of Ca to exploration technologies (e.g., Canadarm, Newt S VENUS and NEPTUNE programs)</li> </ul>
Content	the urbanization and migration of people	Social Studies 6	<ul> <li>Sample topics: <ul> <li>land usage</li> <li>access to water</li> <li>pollution and waste management</li> <li>population density</li> <li>transit and transportation</li> </ul> </li> <li>Key questions: <ul> <li>Why do the majority of people in the world in urban centres?</li> <li>What are the advantages and disadvantages urbanization?</li> </ul> </li> </ul>
Content	global poverty and inequality issues, including class structure and gender	Social Studies 6	<ul> <li>Sample topics:         <ul> <li>treatment of minority populations in Canada other cultures and societies you have studied segregation, assimilation, integration, and pl multiculturalism policies; settlement pattern</li> </ul> </li> </ul>

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				0	lack of
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			•	Key q	uestions:
				0	How do
					Canadia
					periods
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			•	Sampl	le topics:
				0	United 1
				0	Internat
				0	World 7
_	roles of individuals, governmental organizations, and	Social		0	internat
Content	NGOs, including groups representing indigenous	Studies 6		0	activists
	peoples	Studies		0	lobby g
				0	internat
					Frontie
				0	Private
					Founda

**Content** 

**Type** 

Elaboration

residential schools, South African Apartheid Holocaust, internment of Japanese-Canadiar Tax on Chinese immigrants; caste and class ıs)

- system
- al distribution of wealth
- otion
- f judicial process
- mortality
- n's rights
- justice
- ent of indigenous people

Curriculum

- loes discrimination and prejudice in m ian society compare with that during ( ls in Canada's past or in other societies nic discrimination, overt racism)?
- - Nations
  - ational Criminal Court
  - **Trade Organization**
  - ational aid
  - sts
  - groups
  - ational aid groups (e.g., Medecins sans eres [Doctors without Borders])
  - e foundations (Bill & Melinda Gates Foundation)

Type	Content	Curriculum	Elaboration
Content	different systems of government	Social Studies 6	<ul> <li>Sample activity:         <ul> <li>Compare characteristics of the federal gover in Canada with those of one or more other concluding:</li> <li>roles and responsibilities of members of gov (e.g., prime minister, president, governor, M senator)</li> <li>components of government (House of Comr House of Lords, senate, province, state, preficanton)</li> <li>government decision-making structures and rule (e.g., monarchy, republic, dictatorship, parliamentary democracy)</li> <li>electoral processes (e.g., political parties, vo representation)</li> <li>Sample topic:</li></ul></li></ul>
Content	economic policies and resource management, including effects on indigenous peoples	Social Studies 6	<ul> <li>Sample topics:</li> <li>deforestation</li> <li>mining</li> <li>oil and gas</li> <li>fisheries</li> <li>infrastructure development</li> <li>relocation of communities</li> <li>Key questions:</li> </ul>

Type	Content	Curriculum	Elaboration
			<ul> <li>How should decisions about economic polic resource management be made?</li> <li>How should societies balance economic development with the protection of the environment?</li> </ul>
Content	globalization and economic interdependence	Social Studies 6	<ul> <li>Sample topics:</li> <li>trade</li> <li>imports and exports</li> <li>G20 (Group of Twenty)</li> <li>European Union</li> <li>North American Free Trade Act (NAFTA)</li> <li>currency</li> <li>tariffs and taxation</li> <li>trade imbalances</li> </ul>
Content	international cooperation and responses to global issues	Social Studies 6	<ul> <li>Sample topics:</li> <li>environmental issues</li> <li>human trafficking</li> <li>child labour</li> <li>epidemic/pandemic response</li> <li>fisheries management</li> <li>resource use and misuse</li> <li>drug trafficking</li> <li>food distribution and famine</li> </ul>
Content	regional and international conflict	Social Studies 6	<ul> <li>Sample topics:</li> <li>war</li> <li>genocide</li> <li>child soldiers</li> <li>boundary disputes</li> <li>religious and ethnic violence</li> </ul>

Type	Content	Curriculun	1 Elaboration
Content	media technologies and coverage of current events  Personal Development	Social Studies 6	<ul> <li>terrorism</li> <li>Sample topics: <ul> <li>ownership of media</li> <li>propaganda</li> <li>editorial bias</li> <li>sensationalism</li> <li>freedom of the press</li> <li>social media uses and abuses</li> </ul> </li> <li>Key questions: <ul> <li>How does the media influence public percer major events?</li> <li>Are some media sources more trustworthy the others? Explain your answer.</li> </ul> </li> </ul>
Content	<ul> <li>goal-setting strategies</li> <li>self-assessment</li> <li>project management</li> <li>leadership</li> <li>problem-solving and decision-making strategies</li> </ul>	Career Education 6	includes inventories of preferences, skills, personal attitude and interests, taking an idea, creating a plan (including time resources), putting the plan into action, and reflecting on th process
	<b>Connections to Community</b>		
Content	<ul> <li>local and global needs and opportunities</li> <li>cultural and social awareness</li> <li>global citizenship</li> <li>volunteer opportunities</li> </ul>	Career Education 6	social justice, environmental stewardship, sustainability, ef use of resources, etc., achieved by exploring self-identity, acknowledging cultural differences, honouring indigenous traditions, etc.

Type	Content	Curriculum	Elaboration
	Life and Career Plan		
Content	<ul> <li>factors affecting types of jobs in the community</li> <li>technology in learning and working</li> <li>role of mentors, family, community, school, and personal network in decision making</li> </ul>	Career Education 6	
Content	French <b>phonemes</b>	Core French	individual speech sounds; for example, $b$ , $s$ , $o$ , nasal vowels $u/ou$ ; students are expected to be aware of and attempt to present phonemes, but they are not expected to master them.
Content	French letter patterns	Core French	such as groupings of letters that make the same sound (e.g. $aux$ , $eau$ , and $\hat{o}$ ), rhyming words, and letter patterns that ha consistent pronunciations (e.g., $ait$ , -ment, $oi$ , -tion, and other states are such as $aux$ , $ait$ , -ment, $ait$ , -tion, and other such as $aux$ , $ait$ , -ment, $ait$ , -tion, and other such as $aux$ , $ait$ , -ment, $ait$ , -tion, and other such as $aux$ , $ait$ , -ment, $ait$ , -tion, and other such as $aux$ , $ait$ , -tion, $ait$ , -tion, and other such as $aux$ , $ait$ , -tion, $ait$ , -tion, and other such as $aux$ , $ait$ , -tion, $ai$
Content	<ul> <li>common, high-frequency vocabulary and sentence structures for communicating meaning:</li> <li>asking and responding to different types of questions</li> <li>describing others</li> <li>describing hobbies and topics of interest</li> <li>expressing reasons for likes, dislikes, and preferences</li> <li>expressing common emotions and describing states of physical health</li> <li>describing cultural aspects of communities</li> </ul>	Core French	for example, Combien?; Comment?; Est-ce que?; Oi Pourquoi?; Quand?; Quel?; Qu'est-ce que?; Qui the third person singular to describe family members and fi (e.g., Il/Elle/On est; Il/Elle/On a; Il/Elle/On aime), fo example, Je joue au/à la; J'aime, for example, J'aime que; J'adoreparce que; Je n'aime pasparce que détesteparce que; Je préfèreparce que, for example, triste; Je suis content; J'ai mal à la tête; J'ai mal au dos, fo example, activities, celebrations, clothing, festivals, food, la music, protocol, traditions
Content	there are many Francophone and Francophone Métis communities across Canada	Core French	for example, les Acadiens, les Franco-Albertains, les Franc Colombiens, les Fransaskois, Métis community in Baie St.

Type	Content	Curriculum	Elaboration
			(Manitoba), Métis community in Fort Nelson (BC), Métis community in Île-à-la-Crosse (Saskatchewan), les Québéco
Content	basic information about a Francophone or Francophone Métis community in Canada	Core French 6	for example, celebrations, festivals, food, geography, histor population, territory, traditions
Content	small to large numbers (thousandths to billions)	Mathematics 6	<ul> <li>place value from thousandths to billions, operations thousandths to billions</li> <li>numbers used in science, medicine, technology, and</li> <li>compare, order, estimate</li> </ul>
Content	multiplication and division facts to 100 (developing computational fluency)	Mathematics 6	<ul> <li>mental math strategies (e.g., the double-double strat multiply 23 x 4)</li> </ul>
Content	order of operations with whole numbers	Mathematics 6	<ul><li>includes the use of brackets, but excludes exponents</li><li>quotients can be rational numbers</li></ul>
Content	<b>factors and multiples</b> — greatest common factor and least common multiple	Mathematics 6	<ul> <li>prime and composite numbers, divisibility rules, factores, prime factor phrase (e.g., 300 = 2² x 3 x 5²)</li> <li>using graphic organizers (e.g., Venn diagrams) to conumbers for common factors and common multiple</li> </ul>
Content	improper fractions and mixed numbers	Mathematics 6	<ul> <li>using benchmarks, number line, and common denor to compare and order, including whole numbers</li> <li>using pattern blocks, Cuisenaire Rods, fraction strip fraction circles, grids</li> <li>birchbark biting</li> </ul>
Content	introduction to ratios	Mathematics 6	<ul><li>comparing numbers, comparing quantities, equivale</li><li>part-to-part ratios and part-to-whole ratios</li></ul>
Content	whole-number <b>percents</b> and percentage discounts	Mathematics 6	<ul> <li>using base 10 blocks, geoboard, 10x10 grid to repre whole number percents</li> <li>finding missing part (whole or percentage)</li> <li>50% = 1/2 = 0.5 = 50:100</li> </ul>

Type	Content	Curriculum	Elaboration
Content	multiplication and division of <b>decimals</b>	Mathematics 6	<ul> <li>0.125 x 3 or 7.2 ÷ 9</li> <li>using base 10 block array</li> <li>birchbark biting</li> </ul>
Content	increasing and decreasing <b>patterns</b> , using expressions, tables, and graphs as functional relationships	Mathematics 6	<ul> <li>limited to discrete points in the first quadrant</li> <li>visual patterning (e.g., colour tiles)</li> <li>Take 3 add 2 each time, 2n + 1, and 1 more than tw number <i>all</i> describe the pattern 3, 5, 7,</li> <li>graphing data on First Peoples language loss, effect language intervention</li> </ul>
Content	<b>one-step equations</b> with whole-number coefficients and solutions	Mathematics 6	<ul> <li>preservation of equality (e.g., using a balance, algel</li> <li>3x = 12, x + 5 = 11</li> </ul>
Content	perimeter of complex shapes	Mathematics 6	• A complex shape is a group of shapes with no holes use colour tiles, pattern blocks, tangrams).
Content	area of triangles, parallelograms, and trapezoids	Mathematics 6	<ul> <li>grid paper explorations</li> <li>deriving formulas</li> <li>making connections between area of parallelogram of rectangle</li> <li>birchbark biting</li> </ul>
Content	angle measurement and classification	Mathematics 6	<ul> <li>straight, acute, right, obtuse, reflex</li> <li>constructing and identifying; include examples fron environment</li> <li>estimating using 45°, 90°, and 180° as reference ang angles of polygons</li> <li>Small Number stories: <i>Small Number and the Skate Park</i> (mathcatcher.irmacs.sfu.ca/stories)</li> </ul>
Content	volume and capacity	Mathematics 6	<ul> <li>using cubes to build 3D objects and determine their</li> <li>referents and relationships between units (e.g., cm³, L)</li> <li>the number of coffee mugs that hold a litre</li> </ul>

Type	Content	Curriculum	Elaboration
Content	triangles	Mathematics 6	<ul> <li>right, acute, obtuse</li> <li>classified regardless of orientation</li> <li>plotting points on Cartesian plane using whole-num</li> </ul>
Content	combinations of transformations	Mathematics 6	<ul> <li>ordered pairs</li> <li>translation(s), rotation(s), and/or reflection(s) on a s shape</li> <li>limited to first quadrant</li> <li>transforming, drawing, and describing image</li> <li>Use shapes in First Peoples art to integrate printmal (e.g., Inuit, Northwest coastal First Nations, frieze v (mathcentral.uregina.ca/RR/database/RR.09.01/mcc</li> </ul>
Content	line graphs	Mathematics 6	• table of values, data set; creating and interpreting a graph from a given set of data
Content	single-outcome probability, both theoretical and experimental	Mathematics 6	<ul> <li>single-outcome probability events (e.g., spin a spint a die, toss a coin)</li> <li>listing all possible outcomes to determine theoretical probability</li> <li>comparing experimental results with theoretical experimental stick games</li> </ul>
Content	financial literacy — simple budgeting and consumer math	Mathematics 6	<ul> <li>informed decision making on saving and purchasing</li> <li>How many weeks of allowance will it take to buy a</li> </ul>
Content	<ul> <li>purposeful application of elements and principles to create meaning in the arts, including but not limited to:</li> <li>dance: body, space, dynamics         (dance), time, relationships, form, and movement principles</li> </ul>	Arts Education 6	the elements of dance are universally present in all dance for grow in sophistication over time, what the body is doing, ir whole or partial body action, types of movement (locomoto non-locomotor), etc., where the body is moving, including level, direction, pathway, size/reach, shape, etc., how energ expended and directed through the body in relation to time

- drama: character, time, place, plot, tension, mood, focus, contrast
- music: beat/pulse, metre, duration, rhythm (music), tempo, pitch, timbre, dynamics (music), form (music), texture
- visual arts: elements of design: line, shape, space, texture, colour, form (visual arts),
   value; principles of design: pattern, repetition, balance, contrast, emphasis, rhythm (visual arts), variety, unity, harmony

(quick/sustained), weight (strong/light), space (direct/indire flow (free/bound), how the body moves in relation to time, including beat (underlying pulse), tempo, and rhythmic pat with whom or what the body is moving; movement happen variety of relationship including pairs, groups, objects, and environments, The shape or structure of a dance; the orderl arrangement of thematic material. For example: phrase, bes middle, end, ABA, canon, call and response, narrative, abst alignment (mobility, stability, plumbline), weight transfer, flexibility, strength, balance, coordination, in drama, taking exploring the thoughts, perceptions, feelings, and beliefs of groupings or patterns of strong and weak beats, the length of sound or silence in relation to the beat, the arrangement of and silences over time, the frequency or speed of the beat, l or low a note is, the characteristic quality of a sound indepe pitch and dynamics; tone colour, relative and changing leve sound volume (e.g., forte, piano, decrescendo), the structur musical work (e.g., ABA, rondo form), simultaneous layeri sounds (e.g., multi-part music making), the visual element pertains to an actual or implied three-dimensional shape of image; visual art forms can be geometric, describes lightne darkness, , a design in which shapes, colours or lines repeat regularity, using the same object, colour, marking, or type ( more than once, a principle of design concerned with the arrangement of one or more of the elements so that they giv sense of equilibrium in design and proportion (e.g., radial, symmetrical, or asymmetrical), the combination of pattern movement to create a feeling of organized energy, these co are closely related and often overlap; elements are used to c sense of completeness

Type	Content	Curriculum	Elaboration
Content	processes, materials, movements, <b>technologies</b> , tools, <b>strategies</b> , and techniques to support creative works	Arts Education 6	includes both manual and digital technologies (e.g., electro media, production elements, information technology, sounc equipment and recording technologies, etc.); in visual arts, visual image-making technology (e.g., paintbrush, scissors, stamp) and includes the improvisational use of miscellaneo items, for example, in drama, strategies refers to the technic approaches teachers or students use to explore and create a work (e.g., playbuilding, improvisation, tableau, soundscap collage, discussions and debates, teacher in role, writing in of role, reflection activities)
Content	choreographic devices	Arts Education 6	ways of developing movement (e.g., change level, dynamic size, repetition)
Content	a variety of <b>dramatic forms</b>	Arts Education 6	a medium for the expression of dramatic meaning (e.g., improvisation, tableau, role-play, mime, readers theatre, sto theatre); may involve the integration of a variety of media a combination of the arts
Content	<b>notation</b> in music and dance to represent sounds, ideas, movement, elements, and actions	Arts Education 6	any written, visual, or kinetic form of representing music compositions; for example, use of non-traditional (e.g., gui tablature) and traditional notation can be extended to repressound; in dance, this can include written formal and inform systems of symbols, shapes, and lines that represent body p and movement; in drama this can include diagrams indicati directions
Content	image development strategies	Arts Education 6	processes that transform ideas and experiences into visual i (e.g., elaboration, repetition, and simplification
Content	symbolism and metaphor to explore ideas and perspective	Arts Education 6	use of objects, words, or actions to represent abstract ideas; includes but is not limited to colours, images, movements, sounds (e.g., identity can be represented by abstraction in a portrait, melodies, or animal forms in Aboriginal hoop dans

Type	Content	Curriculum	Elaboration
Content	traditional and contemporary <b>Aboriginal arts</b> and arts-making processes	Arts Education 6	dances, songs, stories, and objects created by Aboriginal pe for use in daily life or to serve a purpose inspired by cerem part of cultural tradition
Content	a variety of national and international <b>works of art</b> and artistic traditions from diverse cultures, communities, times, and places	Arts Education 6	the results of creative processes in disciplines such as dance music, and visual arts
Content	<b>personal and collective responsibility</b> associated with creating, experiencing, or <b>presenting</b> in a safe learning environment	Arts Education 6	ensuring the physical and emotional safety of self and other engaging in the arts; being considerate of sensitive content, facilities, and materials, includes any form of presentation of sharing as outlined in the Connecting, Creating, Presenting Responding in Arts Education resource
			such as narrative, exposition, report, purposes of text, litera thematic categories such as fantasy, humour, adventure, bic <i>Text</i> and <i>texts</i> are generic terms referring to all forms of ora written, visual, and digital communication:
Content	<ul> <li>forms, functions, and genres of text</li> <li>text features</li> <li>literary elements</li> <li>literary devices</li> <li>techniques of persuasion</li> </ul>	English Language Arts 6	<ul> <li>Oral texts include speeches, poems, plays, and oral</li> <li>Written texts include novels, articles, and short stor</li> <li>Visual texts include posters, photographs, and other</li> <li>Digital texts include electronic forms of all the abox</li> <li>Oral, written, and visual elements can be combined dramatic presentations, graphic novels, films, web padvertisements).</li> </ul>
			, how text and visuals are displayed, narrative structures, characterization, and setting, sensory detail (e.g., imagery, devices), and figurative language (e.g., metaphor, simile), t of emotional and logical appeals to persuade

Type	Content	Curriculum	Elaboration
Content	<ul> <li>Strategies and processes</li> <li>reading strategies</li> <li>oral language strategies</li> <li>metacognitive strategies</li> <li>writing processes</li> </ul>	English Language Arts 6	using contextual clues; using phonics and word structure; visualizing; questioning; predicting; previewing text; sumn making inferences, focusing on the speaker, asking question clarify, listening for specifics, expressing opinions, speakin expression, staying on topic, taking turns, talking and think about learning (e.g., through reflecting, questioning, goal so self-evaluating) to develop one's awareness of self as a read as a writer, may include revising, editing, considering audic
Content	<ul> <li>Language features, structures, and conventions</li> <li>features of oral language</li> <li>paragraphing</li> <li>language varieties</li> <li>sentence structure and grammar</li> <li>conventions</li> <li>presentation techniques</li> </ul>	English Language Arts 6	including tone, volume, inflection, pace, gestures, developi paragraphs that are characterized by unity, development, ar coherence, regional dialects and varieties of English, standa Canadian English versus American English, formal versus registers, and situational varieties (e.g., texting versus essay writing), varied sentence structure, pronoun use, subject-ve agreement, use of transitional words, awareness of run-on s and sentence fragments, common practices in all standard punctuation use, in capitalization, and in Canadian spelling presentation (in written, oral, or digital form) should reflect appropriate choice of medium for the purpose and audience demonstrate thought and care in organization.
	communication strategies:		
Content	<ul> <li>active listening</li> <li>clarification</li> <li>explanation</li> <li>consideration of other people's perspectives</li> </ul>	Français langue seconde - immersion 6	the recipient is physically and intellectually engaged, and 1 what is heard
Content	cultural and historical elements	Français langue	

Type	Content	Curriculum	Elaboration
		seconde - immersion 6	
Content	<ul> <li>characteristics of the youth novel</li> <li>characteristics of the legend</li> <li>elements of oral tradition in Aboriginal texts</li> </ul>	Français langue seconde - immersion 6	characters, chain of events, imaginary narrative, chapters, e storyteller, characters, mood, reality and fantasy, figures of etc., oral narratives, songs and circular thinking
	text organization:		
Content	<ul> <li>narrative structure</li> <li>structure of legends</li> <li>structure of informational texts</li> <li>transitions between ideas</li> <li>spatial and temporal indicators</li> </ul>	Français langue seconde - immersion 6	setting, inciting incident, rising action, falling action and re setting, catalyst, transformation and ending, thematic progr through the use of discourse markers, e.g., <i>ici</i> , <i>là</i> , <i>entre</i> , <i>en d'abord</i> , <i>sur</i> , <i>avant</i> , <i>pendant</i> , <i>après</i> , etc.
Content	<ul> <li>agreement of tenses</li> <li>the roots of words and affixes</li> </ul>	Français langue seconde - immersion 6	use of the imperfect ("imparfait") and present perfect ("pas composé") tenses, prefixes and suffixes
Content	revision strategies	Français langue seconde - immersion 6	rereading, consulting reference tools, using a revision grid,
	Computational Thinking	Applied	for sorting, searching, sequence, selection, and repetition; s statements to complete a simple task; cryptography and coc
Content	• <b>simple algorithms</b> that reflect computational thinking	Design, Skills and	breaking (e.g., cyphers), graphs, charts, network diagrams, graphics, flow charts, lists, tables, or arrays, historical persi

Type	Content	Curriculum	Elaboration
	<ul> <li>visual representations of problems and data</li> <li>evolution of programming languages</li> <li>visual programming</li> </ul>	Technologies 6	evolution (e.g., Ada Lovelace, punch cards, Hollerith, Grac Hopper, Alan Turing, Enigma, cyphers), for example, Kodi Scratch
	<b>Computers and Communications Devices</b>		
Content	<ul> <li>computer system architecture, including hardware and software, network infrastructure (local), intranet/Internet, and personal communication devices</li> <li>strategies for identifying and troubleshooting simple hardware and software problems</li> <li>function of input and output devices, including 3D printing and adaptive technologies for those with special needs</li> <li>ergonomics in use of computers and computing devices</li> <li>effective and efficient keyboarding techniques</li> </ul>	Applied Design, Skills and Technologies 6	
	Digital Literacy	A malia d	including privacy and security (secured connections, passw
Content	<ul> <li>Internet safety</li> <li>digital self-image, citizenship, relationships, and communication</li> <li>legal and ethical considerations, including creative credit and copyright, and cyberbullying</li> </ul>	Applied Design, Skills and Technologies 6	personal information), digital footprint and dossier, cyberbi online scams, and cybercrimes, for example, personalizatio organization, bookmarks, content management, accuracy, timeliness, appropriateness, credibility, and bias, personaliz digital instructional tools to enhance learning and engagem (apps, websites, videos, tutorials, games)

• methods for personal media management

Type	Content	Curriculum	Elaboration
	<ul> <li>search techniques, how search results are selected and ranked, and criteria for evaluating search results</li> <li>strategies to identify personal learning networks</li> </ul>		
Content	<ul> <li>technical drawing, including sketching techniques and manual drafting techniques</li> <li>elements of plans and drawings</li> <li>simple computer-aided drafting programs</li> </ul>	Applied Design, Skills and Technologies 6	for example, SketchUp, 123Design
	Entrepreneurship and Marketing		
Content	<ul> <li>role of entrepreneurship in designing and making products and services</li> <li>market niche</li> <li>branding of products, services, institutions, or places</li> <li>pricing product/service, including decision to seek profit or break even</li> <li>role of basic financial record-keeping and budgeting</li> </ul>	Applied Design, Skills and Technologies	a subset of the market on which a specific product is focuse created by identifying needs or wants not provided by com
Content	<ul> <li>Food Studies</li> <li>basic food handling and simple preparation techniques and equipment</li> </ul>	Applied Design, Skills and Technologies	

Type	Content	Curriculum	Elaboration
	<ul> <li>factors in ingredient use, including balanced eating/nutrition, function, and dietary restrictions</li> <li>factors that influence food choices, including cost, availability, and family and cultural influences</li> </ul>		
	Media Arts		
Content	<ul> <li>digital and non-digital media, and their distinguishing characteristics and uses</li> <li>techniques for using images, sounds, and text to communicate information, settings, ideas, and story structure</li> <li>media technologies and techniques to capture, edit, and manipulate images, sounds, and text for specific purposes</li> <li>influences of digital media for the purpose of communication and self-expression</li> </ul>	Skills and	for example, video production, layout and design, graphics images, photography (digital and traditional), emerging me processes (performance art, collaborative work, sound art, 1 art), for example, crop, print, record/capture, sequence
	Metalwork		
Content	<ul> <li>characteristics and uses of metals</li> <li>metalworking techniques and processes using hand tools</li> <li>metals as a non-renewable resource</li> </ul>	Applied Design, Skills and Technologies 6	for example, bending, cutting, filing, drilling, soldering (wi extractor), for example, cordless and corded drills, rotary to hammer, screwdriver, backsaw, coping saw, nail set, square and vise
	Power Technology	Applied	sound, thermal, elastic, nuclear, chemical, magnetic, mecha
Content	<ul> <li>power is the rate at which energy is transformed</li> <li>forms of energy</li> </ul>	Design, Skills and	gravitational, and electrical, the law of conservation of ener energy cannot be created or destroyed but can be changed,

Type	Content	Curriculum	Elaboration
	<ul><li>energy is conserved</li><li>devices that transform energy</li></ul>	Technologie 6	s example, electrical to mechanical, elastic to mechanical, ch to electrical, electrical to light
	Robotics		
Content	<ul> <li>a robot is a machine capable of carrying out a complex series of actions automatically</li> <li>uses of robotics</li> <li>main components of robots: sensors, control systems, and effectors</li> <li>various ways that objects can move</li> <li>programming and logic for robotics components</li> <li>various platforms for robotics</li> </ul>	Applied Design, Skills and Technologie	"sense" — the parts of the robot that allow it to gather infor about its environment that guides its behaviour, "think" — of the robot that determines the robot's behaviour, "act" — parts of the robot that do the work, straight line, back-and-f round-and-round, zigzag, fast and slow, fixed distances in s patterns, for example, VEX IQ, LEGO Mindstorms/NXT, (
	Textiles		
Content	<ul> <li>range of uses of textiles</li> <li>variety of textile materials</li> <li>hand construction techniques for producing and/or repairing textile items</li> <li>consumer concerns that influence textile choices, including availability, cost, function (e.g., waterproof), and textile care</li> </ul>	Applied Design, Skills and Technologie 6	construction (e.g., sails at Canada Place), automotive, appa function (e.g., fire blanket), ceremonial (e.g., regalia), for e leather, cedar, wool, cotton, felt, embroidery thread, yarn, g and reeds, pine needles, sinew, plastic, used items and fabri food wrappers, old clothing), for example, hand sewing, kn (needles, arm, spool), crocheting, weaving, darning, up-cyc (e.g., turning an underused item into something else), embe existing items
	Woodwork	Applied	for example, cutting materials according to plan, layout, sal
Content	<ul> <li>ways in which wood is used in local cultural and economic contexts</li> <li>characteristics of wood as a material</li> </ul>	Design, Skills and Technologie	methods, abrasive applications, for example, butt joints (wi without dowel), rabbit joints, gluing, nails and screws, for est cordless and corded drills, rotary tool, hammer, screwdrive backsaw, coping saw, nail set, square, clamp and vise

			movements performed "on the spot" without travelling acrofloor or surface; could include:
			<ul> <li>balancing</li> <li>bending</li> <li>twisting</li> <li>lifting</li> </ul> , movement skills that incorporate travelling across the floc surface; could include:
Content	proper technique for fundamental movement skills, including <b>non-locomotor</b> , <b>locomotor</b> , and <b>manipulative</b> skills	Physical and Health Education 6	• rolling
			, movement skills involving the control of objects, such as primarily with the hands or feet; may also involve racquets could include:
			<ul> <li>bouncing</li> <li>throwing</li> <li>catching</li> <li>kicking</li> <li>striking</li> </ul>

Curriculum

Elaboration

Type

Content

• woodworking techniques and basic joinery using hand tools

Type	Content	Curriculum	Elaboration
Content	movement concepts and strategies	Physical and Health Education 6	<ul> <li>body awareness (e.g., parts of the body, weight tran</li> <li>spatial awareness (e.g., general spacing, directions, pathways)</li> <li>effort awareness (e.g., speed, force)</li> <li>relationships to/with others and objects</li> <li>, plans and/or ideas that will help a player or team successfi achieve a movement outcome or goal (e.g., moving into spafrom an opponent to receive a pass)</li> </ul>
Content	ways to monitor and adjust physical exertion levels	Physical and Health Education 6	could include:
Content	how to participate in different types of physical activities, including individual and dual activities, rhythmic activities, and games	Physical and Health Education 6	<ul> <li>jumping rope</li> <li>swimming</li> <li>running</li> <li>bicycling</li> <li>Hula Hoop</li> </ul>

, activities designed to move our bodies in rhythm could in  $\ensuremath{^{\circ}}$ 

• dancing

Туре	Content	Curriculum	Elaboration
			• gymnastics
			, types of play activities that usually involve rules, challeng social interaction; could include:
			<ul> <li>tag</li> <li>parachute activities</li> <li>co-operative challenges</li> <li>Simon Says</li> <li>team games</li> <li>traditional Aboriginal games</li> <li>a guideline to help develop and organize personal fitness gobased on:</li> </ul>
Content	training principles to enhance personal fitness levels, including the <b>FITT principle</b> and the <b>SAID principle</b>	Physical and Health Education 6	<ul> <li>Frequency — how many days per week</li> <li>Intensity — how hard one exercises in the activity (percentage of maximum heart rate)</li> <li>Type — the type of activity or exercise, focusing or fitness goal (e.g., jogging for cardio endurance)</li> <li>Time — how long the exercise session lasts</li> </ul>
			, (Specific Adaptation to Imposed Demand): the body will respond to the type of demand placed on it (e.g., a student's flexibility will eventually improve if he or she participates regular stretching activities)
Content	influences on <b>food choices</b>	Physical and Health Education 6	<ul> <li>access to locally grown food</li> <li>access to seasonal foods</li> <li>differing options in various settings (e.g., school vermachines)</li> </ul>

Type	Content	Curriculum	Elaboration
Content	practices that reduce the risk of contracting sexually transmitted infections and life-threatening communicable diseases	Physical and Health Education 6	<ul> <li>gonorrhea</li> <li>chlamydia</li> <li>herpes</li> </ul> , include: <ul> <li>HIV/AIDS</li> <li>hepatitis B and C</li> <li>meningococcal C</li> </ul>
Content	sources of health information	Physical and Health Education 6	<ul> <li>magazines</li> <li>Internet</li> <li>advertisements on TV</li> <li>flyers from health stores</li> </ul>
Content	basic principles for <b>responding to emergencies</b>	Physical and Health Education 6	<ul> <li>following safety guidelines</li> <li>having an emergency response plan</li> <li>knowing how to get help</li> </ul>
Content	strategies to protect themselves and others from potential abuse, exploitation, and harm in a variety of settings	Physical and Health Education 6	<ul> <li>knowing their right not to be abused</li> <li>being assertive</li> <li>avoiding potentially unsafe situations</li> <li>safe use of the Internet</li> <li>identifying tricks and lures used by predators</li> </ul>

Type	Content	Curriculum	Elaboration
Content	consequences of bullying, stereotyping, and discrimination	Physical and Health Education 6	could include:
Content	strategies for managing personal and social risks related to <b>psychoactive substances</b> and potentially addictive behaviours	Physical and Health Education 6	<ul> <li>alcohol</li> <li>tobacco</li> <li>illicit drugs</li> <li>solvents</li> </ul>
Content	<b>physical</b> , <b>emotional</b> , and <b>social</b> changes that occur during puberty and adolescence	Health	how students' bodies are growing and changing during pub adolescence, how students' thoughts and feelings might evo change during puberty and adolescence, how students inter others and how their relationships might evolve or change of puberty and adolescence
Content	influences on individual identity, including <b>sexual identity</b> , gender, values, and beliefs	Physical and Health Education 6	a component of a person's identity that reflects his or her so self-concept
Content	<ul><li>text organization:</li><li>narrative structure</li></ul>	Français langue	setting, inciting incident, rising action, falling action, resolu actantial model emphasizes the characters and the relations
	<ul><li>actantial narrative schema</li><li>paragraph structure</li></ul>	première 6	exist between them., main idea, explanation, examples, and conclusion
	literary elements:		character's viewpoint, dialogue, panels, ellipsis, onomatopo
Content	<ul> <li>characteristics of the comic book</li> <li>characteristics of the youth novel</li> <li>characteristics of poetry</li> <li>characteristics of image deciphering</li> </ul>	Français langue première 6	idiomatic expressions, etc., rhyme, rhythm, versification, methemes, imagery, etc., meaning of an image on its own and relation to the text, explicit and implicit elements, role of printerpretation, comparison, metaphors, alliteration, etc., for colloquial, standard, etc.

Type	Content	Curriculum	Elaboration
	<ul><li> stylistic devices</li><li> registers of language</li></ul>		
	language elements:		
Content	<ul> <li>information reiteration</li> <li>verb moods and tenses associated with the genres studied</li> </ul>	Français langue première 6	future
	strategies studied:		
Content	<ul><li>communication and socialization</li><li>reading</li><li>writing</li></ul>	Français langue première 6	prosody, prior knowledge, visualization, prediction, asking questions, main idea, making connections, important inform inference, referents, planning, draft, correction, writing, rev publication
Curricular Competency	Ask questions, corroborate inferences, and draw conclusions about the content and origins of a variety of sources, including mass media (evidence)	Social Studies 6	<ul> <li>Sample activities:         <ul> <li>Compare a range of points of view on a prolissue</li> <li>Compare and contrast media coverage of a controversial issue (e.g., climate change, res management)</li> <li>With peer and teacher support, determine crevaluating information sources for credibility reliability (e.g., context, authentic voice, sour objectivity, evidence, authorship)</li> <li>Apply criteria to evaluate selected sources for credibility and reliability</li> <li>Distinguish between primary sources and se</li> </ul> </li> </ul>

sources

Type	Content	Curriculum		Elaboration
Curricular Competency	Demonstrate increasingly sophisticated application and/or engagement of curricular content	Arts Education 6		
Curricular Competency	Identify cultural and historical elements in Francophone and Aboriginal <b>texts</b> , and compare these with one's own cultural and historical reference points	Français langue seconde - immersion 6	oral, written, visual	