

# Elementary Curriculum

## Language Arts/English/Reading

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The *Wilson Reading System*<sup>®</sup> is a research-based intensive program for students who have been unable to learn to read with other teaching strategies. Our reading specialists use this multisensory, structured literacy program one-on-one or in a small group setting in which students learn fluency, decoding and encoding skills to level of mastery. Students receive instruction in phonemic awareness, decoding and word study, sight word recognition, spelling, fluency, vocabulary, oral expressive language development, and comprehension.



Based on *Wilson Reading System*<sup>®</sup> principles, *Wilson Foundations*<sup>®</sup> provides research-based materials and strategies essential to a comprehensive reading, spelling, and handwriting program. The program makes learning to read fun while laying the groundwork for life-long literacy. Our classroom teachers, speech therapist, and reading specialist work with students in small groups and one to one, building their knowledge in phonics, spelling, and letter/sound correlation to teach foundational skills of reading that are missing from students prior knowledge.



*Lexia Reading Core5*<sup>®</sup> supports educators in providing differentiated literacy instruction for students of all abilities in grades pre-K–5. Lexia’s research-proven program provides explicit, systematic, personalized learning in the six areas of reading instruction, targeting skill gaps as they emerge, and providing teachers with the data and student-specific resources they need for individual or small-group instruction.



*ReadyGEN* is an integrated and well-balanced approach to reading and writing instruction for Grades K-6 classrooms. Authentic texts with modeling and teacher-directed activities drive learning and motivate readers. Students read authentic literary and informational texts. Instruction focuses on reading, writing, speaking, and listening in response to authentic texts. Ready to learn more?

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# Elementary Curriculum



Education... for a Lifetime

## Language Arts/English/Reading *(continued)*



*Journeys* is a research-based, comprehensive English Language Arts program designed to provide solid instruction that is clear and focused with realistic pacing and manageable resources. With *Journeys*, readers are empowered by skill mastery; inspired by authentic, award-winning text; and confident that they are building the skills needed for college and careers. Backed by proven results, *Journeys* is the most widely-used reading program in the country.



*Reading A-Z* provides leveled reading sources for teachers to differentiate instruction. With multiple ability and grade levels in each room, teachers are able to find stories and resources that are high interest for their students. GPA's reading specialist also uses Reading A-Z to assess and level each student in the elementary classrooms so that the teacher can group students with similar ability levels together for instruction.



*Learning Ally* provides over 80,000 audiobooks online for students with print disabilities, including blindness, visual impairments and dyslexia. This student-centric learning program is helping to teach students to be self advocates for their learning. Teachers and students at GPA use Learning Ally to facilitate “ear reading” activities that include whole class listening, individual guided reading, and leisure reading.



*Handwriting Without Tears*® strives to make legible and fluent handwriting a natural and automatic skill for all children. ... Our unique curriculum uses entertaining, multisensory techniques and research based methods to help students develop skills and form letters—from prewriting to printing to cursive.



*Scholastic Bookflix* is an online literacy resource that pairs classic video storybooks from Weston Woods with related nonfiction eBooks from Scholastic to build a love of reading and learning. The engaging way to link fact and fiction, BookFlix reinforces early reading skills and introduces children to a world of knowledge and exploration.

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Education... for a Lifetime

## Language Arts/English/Reading *(continued)*

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### **Direct Reading Assessment (DRA)**

Using the Developmental Reading Assessment (DRA), an individually administered assessment of a child's reading capabilities, teachers use data to guide instruction and measure progress. When students first arrive at GPA, educators conduct an assessment to get a baseline. Then, throughout the year, they measure gains and make adjustments to each student's learning plan. Most students who come to GPA are far behind grade level in reading, and many have undiagnosed reading disabilities. Using individualized multi-sensory, science-based reading instruction, nearly every student at GPA shows gains of at least two or three reading levels in one year – even with COVID - related interruptions and virtual learning. And as students mature, their rate of increase and abilities improve even further.

### **Guided Reading Novels**

Small-group reading instruction provides differentiated learning to support students' developing reading proficiency. The model allows our teachers to focus on each student's specific needs, thereby accelerating their progress. Teachers group students according to reading levels - not just their grade levels – in order to create positive reading interactions and build a love of reading in each student.

### **GPA Reading Program**

Garfield Park Academy has a unique reading curriculum created by our Reading Specialists. Students in grades K-3 engage in picture book texts, focusing on key vocabulary, comprehension, grammar, and writing activities that tie into a weekly book. Themes and books have been picked to go with calendar topics starting with a new school year, holidays, season, and fairy tales. With these texts and activities, students are learning how to compare and contrast, identify facts and opinions, categorize main ideas and details, recognize sequence of events, and summarize text.

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## Mathematics

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*McGraw-Hill My Math* challenges students in a way that inspires them to embrace mathematics through real-world applications. By weaving the three components of rigor—conceptual understanding, procedural skill and fluency, and application—throughout the student program, McGraw-Hill My Math enables students to progress toward higher achievement and steady growth and confidence. Engagement resources include Talk Math, Vocabulary Cards, Foldables®, Real-World Problem Solving, and Digital and hands-on Resources.



Originally developed by Stanford University, the *McGraw Hill Redbird Mathematics* curriculum features the latest in adaptive instruction, gamification, and digital project-based learning. It is designed to meet the requirements of national and state math standards. Understanding is developed through initial instruction and honed through problem solving. Procedural skill initiates with instruction and fluency is achieved through plenty of practice, including engaging, on-going games. Applications appear throughout courses, in the form of contextualized problems and STEM projects.



*Prodigy Math Game* features more than 1,400 mathematical skills, aligned with district curricula across the globe, that adapt in difficulty and delivery as students play. Use the dropdown menus to see how Prodigy Math Game aligns with your school's curriculum.



*Dreambox* is an online K-8 math program proven to raise student achievement while supporting informed decision making.

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# Elementary Curriculum

## Science

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*Elevate Science* is a K-8 phenomena-based science curriculum immersing students in the inquiry process. This is science elevated for problem solving, critical thinking, and the NGSS performance expectations.



*Generation Genius* is a K-8 teaching resource that brings school science standards to life through fun and educational videos paired with lesson plans, activities, quizzes, reading material and more. Our videos are produced in partnership with the National Science Teaching Association, and aligned to standards in all 50 states.

## Social Studies

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All-new *myWorld Interactive* encourages students to explore their world, expand their thinking, and engage with social studies content and the C3 Framework. The curriculum is flexible and easily adapts to every classroom. Create active, responsible citizens who can make a difference now with myWorld Interactive.



*TrueFlix* offers hundreds of units to supplement social studies and science core curricula learning, TrueFlix® is a highly-engaging multimedia resource that can be used in the library, the classroom, on mobile devices, or at home.



*CNN.10* is a daily news show for students over 13 and other viewers who want to learn about current events and global issues in 10 minutes or less. Our mission is to break down complicated news stories with easy-to-understand explanations from CNN reporters all over the world.

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# Elementary Curriculum

## Cross-Curricular

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*ABCya* is a leader in educational computer games and mobile apps for kids. The innovation of a grade school teacher, ABCya is an award-winning destination for elementary students that offers hundreds of fun, engaging learning activities.



*Brain Pop* offers engaging learning games, animated movies, and activities are designed with relevance, depth, and humor to encourage students on their unique learning paths. Teachers use BrainPop in the GPA classrooms as whole group activities to challenge student to reflect, make connections, and engage in deeper, curiosity-driven learning.



*Epic* is the leading digital reading platform—built on a collection of 40,000+ popular, high-quality books from 250+ of the world's best publishers—that safely fuels curiosity and reading confidence for kids 12 and under. Independent reading for all ages & grades. Reaches every student with tons of grade-specific, high-interest topics across languages and genres. Feeds curiosity in every student. Provides the right books at the right level—plus extra support with tools like Read-To-Me and Dictionary Look-Up.



*Flocabulary* engages students in academically rigorous content built for both front of class and distance learning settings. Using Hip-hop videos and instructional activities that promote literacy and spark creativity, Flocabulary content provides opportunities to bring the curriculum to life and reinforce core knowledge and skills.



A learning experience students love. Whatever you teach, however you teach, *IXL* helps your students succeed. Engage students with interactive content, target their needs with our adaptive technology, focus your instruction with insightful analytics—and enjoy watching your students reach their full potential.

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Education... for a Lifetime

## Social Skills/Social & Emotional Learning



We all encounter trying circumstances that test our limits from time to time. If we are able to recognize when we are becoming less regulated, we are able to do something about it to feel better and get ourselves to a better place. The *Zones of Regulation* curriculum is a systematic, cognitive behavior approach used to teach self-regulation by categorizing all the different ways we feel and states of alertness we experience into four concrete zones. The curriculum provides strategies to teach students to become more aware of, and independent in controlling their emotions and impulses, managing their sensory needs, and improving their ability to problem solve conflicts. By addressing underlying deficits in emotional and sensory regulation, executive functions, and social cognition, the curriculum is designed to help move students toward independent regulation.



*Second Step* is a K-8 social skills curriculum designed to increase students' social and school success and prevent violence, bullying, and substance use. It provides a foundation for creating a safe respectful learning environment for all students.