

MOVE TO LEARN GLOBAL SCHOOL

GRADE 6 CURRICULUM - STEAM

Unit 1 – Music Education

Real World Connections Some schools offer a music education program, while others do not

Art Connection Make a song storybook

Science and Math Connections Sound waves; Pitch; Rhythm and beats per measure in music

Career Spotlight Sound Engineers

STEAM Task Create an entertaining and persuasive presentation that includes technology, designed to request money from a school board for a music program

Unit 2 – Misinformation

Real World Connections Misinformation in the media can make it challenging to get facts

Art Connection Design a podcast web page

Math and Technology Connections Analog and digital recordings; Bar graph; Percentages

Career Spotlight Podcast editors

STEAM Task Plan and record a podcast episode

Unit 3 – Repurpose Items

Real World Connections Repurposing items and making homemade things can help save money

Art Connection Make artwork out of repurposed items

Technology and Engineering Connections Using visual information to identify repurposed items; Thinking critically and creatively about ways to repurpose items

Career Spotlight Learning about ways that professionals in different fields are resourceful by repurposing items

STEAM Task Create a Do-It-Yourself (DIY) video that shows how to make or repurpose things using household items.

Unit 4 – Making Places Safer

Real World Connections As people age, their abilities may change and affect their safety

Art Connection Make a 'texture' painting

Science and Engineering Connections Medical conditions related to vision loss, Customizing living areas to make them safer

Career Spotlight Careers that help people with vision loss

STEAM Task Customize a room visually to help make it safer

Unit 5 – No Transportation

Real World Connections Some people do not have access to any form of transportation

Art Connection Make bicycle accessories

Math and Engineering Connection Distance and time; Decimals; Simple machines in bikes

Career Spotlight Bicycle mechanics

STEAM Task Create an instructional manual that tells how to revamp an old bicycle

Unit 6 – Handwashing

Real World Connections Many people get sick each year from illnesses that could be prevented by effective handwashing

Art Connection Make a handwashing reminder bib.

Math and Science Connections Bar graph; Percentages; Soap molecules

Career Spotlight Epidemiologists

STEAM Task Create an original game to help children learn effective handwashing and record people playing the game

Unit 7 – Bullying

Real World Connections Bullying happens in many schools and can be harmful to people in different ways

Art Connection Make a book by planning the payout, building the book, and writing and illustrating it

Technology and Math Connections Using social media to make someone's day better; Mean, median, and mode; Percentages

Career Spotlight People who work in the field of Social and Emotional Learning (SEL)

STEAM Task Plan and record a training video of a scripted scene to show how SEL can help students resolve conflicts

Unit 8 – Nowhere to Skate

Real World Connections Although skateboarding is a popular sport, many towns do not have a skate park, or a recreation area that provides a safe place to skate

Art Connection Create an artistic skateboard deck

Science and Engineering Connections Skateboarding physics; Skate park designs for different purposes

Career Spotlight Careers related to the field of skateboarding

STEAM Task Design and construct a 3-D model of a skate park

Unit 9 – Microfinance

Real World Connections Some people do not have enough money to start a business so their families can have a steady source of income

Art Connection Weave a basket

Math and Technology Connections Bar graph; Currency conversion; Technology's role in microfinance

Career Spotlight Starting a business

STEAM Task Create a business model and display for a small family business