

Hall of Ideas

Grade Level Content Expectations

The following GLCEs are introduced or reinforced within the Hall of Ideas.

Hall of Ideas

Art

Visual Arts

ART.VA.III.K.1 - Explore and discuss why artists create.

ART.VA.V.K.2 - Identify and speak about artists as people who generate new ideas and create art.

ART.VA.V.K.4 - Explore connections between the visual arts and other curriculum.

ART.VA.III.1.5 - Discuss why people use art as a creative outlet.

ART.VA.V.1.2 - Identify artists in the community.

ART.VA.II.2.3 - Understand and recognize how artists create and construct multiple solutions to visual problems in artworks.

ART.VA.V.8.2 - Effectively recognize and describe the skills used in visual arts careers.

ART.VA.V.HS.2 - Explore and understand the variety of art and design careers.

Science

Life Sciences

K-ESS2-2 - Construct an argument supported by evidence for how plants and animals (including humans) can change the environment to meet their needs.

3-LS4-2 - Use evidence to construct an explanation for how the variations in characteristics among individuals of the same species may provide advantages in surviving, finding mates, and reproducing.

4-LS1-1 - Construct an argument that plants and animals have internal and external structures that function to support survival, growth, behavior, and reproduction.

4-LS1-2 - Use a model to describe that animals receive different types of information through their senses, process the information in their brain, and respond to the information in different ways.

MS-LS1-3 - Use argument supported by evidence for how the body is a system of interacting subsystems composed of groups of cells.

MS-LS1-8 - Gather and synthesize information that sensory receptors respond to stimuli by sending messages to the brain for immediate behavior or storage as memories.

Physical Sciences

K-PS2-1 - Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object.

3-PS2-1 - Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object.

4-PS3-2 - Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.

4-PS4-1 - Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.

4-PS4-2 - Develop a model to describe that light reflecting from objects and entering the eye allows objects to be seen.

MS-PS4-2 - Develop and use a model to describe that waves are reflected, absorbed, or transmitted through various materials.

Social Studies

History

K-H.2.0.1 - Distinguish among the past, present, and future.

2-H2.0.1 - Demonstrate chronological thinking by distinguishing among years and decades using a timeline of local community events.

2-H2.0.3 - Explain how individuals and groups have made significant historical changes.

Geography

2-G2.0.2 - Describe how the local community is part of a larger region.

Civics and Government

2-C5.0.1 - Identify ways in which people participate in community decisions

Hall of Materials

Art

Visual Arts

ART.VA.III.K.1 - Explore and discuss why artists create.

ART.VA.V.K.2 - Identify and speak about artists as people who generate new ideas and create art.

ART.VA.V.K.4 - Explore connections between the visual arts and other curriculum.

ART.VA.III.1.5 - Discuss why people use art as a creative outlet.

ART.VA.V.1.1 - Recognize art forms created for functional and recreational purposes.

ART.VA.II.2.3 - Understand and recognize how artists create and construct multiple solutions to visual problems in artworks.

ART.VA.II.2.5 - Compare and contrast how artists convey ideas through the creation of artwork.

ART.VA.V.2.1 - Describe how art is used in everyday life.

ART.VA.V.3.2 - Investigate and identify careers related to artists who work in specific media.

ART.VA.III.4.2 - Recognize that artwork may serve functional purposes, be purely decorative, or serve multiple purposes.

ART.VA.V.4.3 - Identify connections between technology and the arts.

ART.VA.V.5.1 - Explain how visual arts have inherent relationships to everyday life.

ART.VA.V.5.2 - Identify various careers in the visual arts.

ART.VA.III.8.3 - Effectively describe how the artist's choice of materials, techniques, media technology, and processes influence the viewer.

ART.VA.V.8.2 - Effectively recognize and describe the skills used in visual arts careers.

ART.VA.V.HS.2 - Explore and understand the variety of art and design careers.

Science

Physical Sciences

1-PS4-1 - Plan and conduct investigations to provide evidence that vibrating materials can make sound and that sound can make materials vibrate.

2-PS1-3 - Make observations to construct an evidence-based account of how an object made of a small set of pieces can be disassembled and made into a new object.

2-PS1-4 - Construct an argument with evidence that some changes caused by heating or cooling can be reversed and some cannot.

4-PS4-1 - Develop a model of waves to describe patterns in terms of amplitude and wavelength and that waves can cause objects to move.

5-PS1-1 - Develop a model to describe that matter is made of particles too small to be seen.

5-PS1-3 - Make observations and measurements to identify materials based on their properties.

5-PS1-4 - Conduct an investigation to determine whether the mixing of two or more substances results in new substances.

MS-PS1-1 - Develop models to describe the atomic composition of simple molecules and extended structures.

MS-PS1-3 - Gather and make sense of information to describe that synthetic materials come from natural resources and impact society.

MS-PS4-2 - Develop and use a model to describe that waves are reflected, absorbed, or transmitted through various materials.

HS-PS1-2 - Construct and revise an explanation for the outcome of a simple chemical reaction based on the outermost electron states of

atoms, trends in the periodic table, and knowledge of the patterns of chemical properties.

Social Studies

History

2-H2.0.3 - Explain how individuals and groups have made significant historical changes.

2-H2.0.5 - Describe how community members responded to a problem in the past.

4-H3.0.4 - Describe how the relationship between the location of natural resources and the location of industries (after 1837) affected and continue to affect the location and growth of Michigan cities.

Geography

2-G2.0.2 - Describe how the local community is part of a larger region.

3-G5.0.1 - Describe how people are a part of, adapt to, use, and modify the physical environment of Michigan.

6-G5.1.2 - Explain how different technologies can have positive and negative impacts on the environment.

Economics

3-E1.0.4 - Describe how entrepreneurs combine natural, human, and capital resources to produce goods and services in Michigan.

3-E1.0.5 - Explain the role of entrepreneurship and business development in Michigan's economic future.

Hall of Innovations

Art

Theater

ART.T.III.3.3 - Respond to and build upon ideas of others' personal preferences for stage design.

ART.T.II.6.4 - Discuss the role of the designer and technical elements in the theatre process.

ART.T.V.6.2 - List and describe how theatre can synthesize all of the arts.

ART.T.II.7.4 - Examine and demonstrate the role of the designer and technical elements in the theatre process.

ART.T.IV.7.3 - Interact with and examine a wide variety of professions stemming from theatre, such as screen writing, critic, fashion designer, architect, producer, manager, and artistic director.

ART.T.II.8.4 - Understand and practice the role of the designer and technical elements in the theatre process.

ART.T.III.8.1 - Study a play or story, and visualize, draw, and create a simple theatrical environment for it.

ART.T.I.HS.1 - Use the basic physical and chemical properties of the technical aspects of theatre (such as light, color, electricity, paint, and makeup).

Visual Arts

ART.VA.V.1.1 - Recognize art forms created for functional and recreational purposes.

ART.VA.II.2.3 - Understand and recognize how artists create and construct multiple solutions to visual problems in artworks.

ART.VA.V.3.2 - Investigate and identify careers related to artists who work in specific media.

ART.VA.V.3.3 - Investigate collaboration across art disciplines.

ART.VA.V.4.3 - Identify connections between technology and the arts.

ART.VA.V.5.1 - Explain how visual arts have inherent relationships to everyday life.

ART.VA.V.5.2 - Identify various careers in the visual arts.

ART.VA.V.8.2 - Effectively recognize and describe the skills used in visual arts careers.

ART.VA.V.HS.2 - Explore and understand the variety of art and design careers.

Science

Life Sciences

K-ESS3-3 - Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.

Physical Sciences

K-PS2-1 - Plan and conduct an investigation to compare the effects of different strengths or different directions of pushes and pulls on the motion of an object.

3-PS2-1 - Plan and conduct an investigation to provide evidence of the effects of balanced and unbalanced forces on the motion of an object.

4-PS3-2 - Make observations to provide evidence that energy can be transferred from place to place by sound, light, heat, and electric currents.

MS-PS3-5 - Construct, use, and present arguments to support the claim that when the kinetic energy of an object changes, energy is transferred to or from the object.

MS-PS4-2 - Develop and use a model to describe that waves are reflected, absorbed, or transmitted through various materials.

Earth and Space Sciences

K-ESS3-3 - Communicate solutions that will reduce the impact of humans on the land, water, air, and/or other living things in the local environment.

4-ESS2-1 - Make observations and/or measurements to provide evidence of the effects of weathering or the rate of erosion by water, ice, wind, or vegetation.

4-ESS3-2 - Generate and compare multiple solutions to reduce the impacts of natural Earth processes on humans.

5-ESS3-1 - Obtain and combine information about ways individual communities use science ideas to protect the Earth's resources and environment.

HS-ESS2-5 - Plan and conduct an investigation of the properties of water and its effects on Earth materials and surface processes.

HS-ESS3-1 - Construct an explanation based on evidence for how the availability of natural resources, occurrence of natural hazards, and changes in climate have influenced human activity.

HS-ESS3-4 - Evaluate or refine a technological solution that reduces impacts of human activities on natural systems.

Engineering, Technology, and Application of Sciences

K-2-ETS1-1 - Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.

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Social Studies

History

1-H2.0.4 - Compare life today with life in the past using the criteria of family, schools, jobs or communication.

2-H2.0.3 - Explain how individuals and groups have made significant historical changes.

2-H2.0.4 - Describe changes in the local community over time.

2-H2.0.5 - Describe how community members responded to a problem in the past.

4-H3.0.4 - Describe how the relationship between the location of natural resources and the location of industries (after 1837) affected and continue to affect the location and growth of Michigan cities.

Geography

1-G5.0.1 - Describe ways in which people are part of, modify, and adapt to their physical environments.

1-G5.0.2 - Describe ways in which the physical environment in a place or region affects people's lives.

2-G2.0.2 - Describe how the local community is part of a larger region.

2-G4.0.1 - Describe land use in the community.

2-G4.0.2 - Describe the means people create for moving people, goods, and ideas within the local community.

2-G5.0.1 - Suggest ways in which people can responsibly interact with the environment in the local community.

2-G5.0.2 - Describe positive and negative consequences of changing the physical environment of the local community.

3-G5.0.1 - Describe how people are a part of, adapt to, use, and modify the physical environment of Michigan.

6-G4.3.1 - Explain how people have modified the environment and used technology to make places more suitable for humans, as well as how modifications sometimes have negative/unintended consequences.

6-G4.3.2 - Describe patterns of settlement and explain why people settle where they do and how people make their livings.

6-G5.1.2 - Explain how different technologies can have positive and negative impacts on the environment.

Civics and Government

2-C5.0.1 - Identify ways in which people participate in community decisions

Economics

3-E1.0.4 - Describe how entrepreneurs combine natural, human, and capital resources to produce goods and services in Michigan.