

## Moon Area School District Curriculum Map

**Course: Library**

**Grade Level: 2**

**Content Area: Library**

**Frequency: 1 / every 5 day rotation**

### Big Ideas

1. LIBRARY – More advanced book selection using the library management software, Destiny.
2. LIBRARY – Apply alphabetical order and numerical order to book selection process.
3. LIBRARY – Begin to read books with multiple chapters and more complex plots and themes.
4. STEAM – Continue to use the Engineering Design Process.
5. STEAM – Familiarize students with shapes, letters, numbers and beginner coding process.
6. STEAM – Work together in small groups to develop problem solving routines.

### Essential Questions

7. Can I independently select a reading-level appropriate book with multiple chapters?
8. Can I use nonfiction texts to identify key elements for a beginner research assignment?
9. Can I begin to independently apply the Engineering Design Process to projects?
10. Can I work in small groups to achieve a given task?
11. Can I use the online circulation system, Destiny, to independently search and locate for books with assistance?
12. Can I explain the differences between genres in literature?
13. Can I proficiently use technology to supplement core and ancillary subjects?

### Primary Resource(s) & Technology:

Osmos, Microsoft Teams, Promethean Boards, Student iPads, Destiny software, appropriate library materials

### Pennsylvania and/or focus standards referenced at:

[www.pdesas.org](http://www.pdesas.org)  
[www.education.pa.gov](http://www.education.pa.gov)

Big Ideas/ EQs	Focus Standard(s)	Assessed Competencies (Key content and skills)	Timeline
1, 2, 3, 7, 8, 11, 12	5.3.1.F CC.1.3.K.D CC.1.2.K.E	<ul style="list-style-type: none"><li>• Continue to follow library rules and procedures.</li><li>• Use Destiny to search for and locate a book with assistance from the librarian.</li></ul>	August - September

		<ul style="list-style-type: none"> <li>• Complete a CAT slip to find information on the materials you'd like.</li> <li>• Begin to find favorite book series and books of interest, ie graphic novels, etc.</li> <li>• Continue to establish check in and out procedures.</li> </ul>	
4, 6, 8, 9, 10, 12	CC.1.2.3.G CC.1.2.3.H CC.1.2.3.I	<ul style="list-style-type: none"> <li>• Identify themes and literary devices within a text.</li> <li>• Begin to use nonfiction text features such as table of contents, index, and glossary.</li> </ul>	Oct – Jan
4, 5, 6, 9, 13	3.1.K.A9 1.A.AP.08	<ul style="list-style-type: none"> <li>• Use Osmo technology to do beginning coding.</li> <li>• Do projects using numbers in Osmo to supplement math curriculum.</li> <li>• Do projects using letters in Osmo to supplement ELA curriculum.</li> <li>• Do spatial projects using shapes in Osmo to supplement STEAM curriculum.</li> <li>• Work in small groups to complete tasks.</li> <li>• Use different roles in groups to complete different tasks (ie engineer, project leader, coder, etc)</li> </ul>	Dec – June