PROJECT WILD CORRELATIONS TO SOUTH DAKOTA'S CONTENT STANDARDS

GRADES K-2

South Dakota Department of Game, Fish and Parks Project WILD

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PROJECT WILD
South Dakota Game, Fish and Parks

www.projectwildsd.info

Kindergarten Standards Correlations with Project WILD Curriculum & Activity Guides

Science, Math, and Social Studies

Project WILD Activities			
Project WILD Activities	SCIENCE	MATH	SOCIAL STUDIES
And the Wolf Wore Shoes	K.L.1.1		
Classroom Carrying Capacity			K.E.1.2
Environmental Barometer		K.A.2.1	
Everybody Needs a Home			K.E.1.2
Graphanimal		K.S.1.1 K.A.2.1 K.A.4.2 K.N.1.1	
Grasshopper Gravity	K.P.1.1		
Surprise Terrarium	K.P.1.1		
What Bear Goes Where?	K.P.1.1		

Kindergarten Standards Correlations with Project WILD Curriculum & Activity Guides

Science, Math, and Social Studies

Aquatic WILD Activities			
Aquatic WILD Activities	SCIENCE	MATH	SOCIAL STUDIES
Are You Me?	K.L.1.1		
Aqua Words	K.L.1.1		
Beautiful Basics			K.E.1.2
Fashion a Fish	K.L.1.1		
Marsh Munchers	K.L.1.1		
Plastic Jellyfish	K.L.1.1	K.S.1.1 K.A.4.2	
Water Plant Art	K.L.1.1		
Water We Eating	K.L.1.1		

First Grade (1st) Correlations with Project WILD Curriculum & Activity Guides

Project WILD Activities			
Project WILD Activities	SCIENCE	MATH	SOCIAL STUDIES
Beautiful Basics	1.L.1.3		
Classroom Carrying Capacity	1.P.2.1 1.L.1.1 1.L.1.3		
Color Crazy	1.P.1.1 1.L.3.1		
Environmental Barometer	1.L.1.3	1.A.2.1	
Everybody Needs a Home	1.L.1.3		
Graphanimal	1.L.3.1	1.S.1.1 1.S.1.2 1.A.2.1 1.A.4.2 1.N.1.1	
Grasshopper Gravity	1.P.1.1 1.L.1.3		
Habitracks	1.L.1.3		
Seeing is Believing	1.L.3.1		
Surprise Terrarium	1.L.3.1		
Thicket Game	1.P.1.1 1.L.3.1		
Too Close for Comfort	1.P.2.1		
What Bear Goes Where?	1.L.3.1		
What's That, Habitat?	1.L.1.3		
Wildlife is Everywhere	1.L.1.3		

First Grade (1st) Correlations with Project WILD Curriculum & Activity Guides

Aquatic WILD Activities			
Aquatic WILD Activities	SCIENCE	MATH	SOCIAL STUDIES
Aqua Words	1.L.3.1		
Are You Me?	1.L.1.3		
Fashion a Fish	1.L.2.1		
Marsh Munchers	1.L.1.3 1.L.3.1		
Plastic Jellyfish	1.L.1.3	1.S.1.1 1.A.4.2	
Water Plant Art	1.L.1.3 1.L.3.1		
Water We Eating	1.L.3.1		

Second Grade (2nd) Correlations with Project WILD Curriculum & Activity Guides

Project WILD Activities			
Project WILD Activities	SCIENCE	MATH	SOCIAL STUDIES
Beautiful Basics	2.L.1.1		
Classroom Carrying Capacity	2.L.3.1 2.L.3.2		
Color Crazy	2.L.3.1 2.L.3.2		
Environmental Barometer	2.L.3.2 2.L.3.3		
Ethi-Thinking	2.L.3.3		
Everybody Needs a Home	2.L.1.2		
First Impressions	2.L.1.2		
Graphanimal	2.L.1.2	2.S.1.1 2.S.1.2 2.S.1.3 2.A.2.1 2.N.1.1	
Grasshopper Gravity	2.L.1.2		
Habitracks	2.L.3.1		
Habitrekking	2.L.3.3		
Learning to Look, Looking to See	2.L.3.1 2.L.3.3		
Make a Coat!	2.L.3.1 2.L.3.3		
Playing Lightly on the Earth	2.L.3.3		

Second Grade (2nd) Correlations with Project WILD Curriculum & Activity Guides

Project WILD Activities	SCIENCE	MATH	SOCIAL STUDIES
Seeing is Believing	2.L.3.3		
Surprise Terrarium	2.L.3.3		
Thicket Game	2.L.3.1		
Too Close for Comfort	2.L.3.1		
What Bear Goes Where?	2.L.3.1		
What's That, Habitat?	2.L.1.2		
What's Wild?	2.L.1.2		
Wildlife is Everywhere	2.L.3.1		

Aquatic WILD Activities

Aquatic WILD Activities	SCIENCE	MATH	SOCIAL STUDIES
Aqua Words	2.L.2.2		
Are You Me?	2.L.2.2		
Fashion a Fish	2.L.1.2		
Make A Coat!			2.US.1.2
Marsh Munchers	2.L.2.2 2.L.3.1		
Plastic Jellyfish	2.L.3.3		
Water Plant Art	2.L.1.2 2.L.3.1		
Water We Eating	2.L.1.1		2.E.1.1

PROJECT WILD CORRELATIONS TO SOUTH DAKOTA'S SCIENCE STANDARDS

KINDERGARTEN

Kindergarten Physical Science

Indicator 1: Describe structures and properties of, and changes in, matter.

K.P.1.1. Students are able to use senses to describe solid objects in terms of physical attributes.

- Explain how larger objects are made of smaller pieces.
- Identify similarities /differences of various objects.

Project WILD K-12 Guide	Project WILD Aquatic Guide
Grasshopper Gravity	
Surprise Terrarium	
What Bear Goes Where?	

Kindergarten Life Science

Indicator 1: Understand the fundamental structures, functions, classifications, and mechanisms found in living things.

K.L.1.1. Students are able to sort living from non-living things.

Project WILD K-12 Guide	Project WILD Aquatic Guide
And the Wolf Wore Shoes	

FIRST GRADE

First Grade Physical Science

Indicator 1: Describe structures and properties of, and changes in, matter.

1.P.1.1. Students are able to categorize objects by physical attributes such as color, size, and shape.

Project WILD K-12 Guide	**Project WILD Aquatic Guide**
Color Crazy	
Grasshopper Gravity	
Thicket Game	

1.P.2.1. Students are able to describe relative positions of objects.

Project WILD K-12 Guide	**Project WILD Aquatic Guide**
Classroom Carrying Capacity	
Too Close for Comfort	

First Grade Life Science

Indicator 1: Understand the fundamental structures, functions, classifications, and mechanisms found in living things.

1.L.1.1. Students are able to discover life needs of green plants.

- Grow plants using variables such as sunlight/no sunlight, soil/no soil, sand or rock.

Project WILD K-12 Guide	**Project WILD Aquatic Guide**
Classroom Carrying Capacity	

1.L.1.3. Students are able to list life needs of people and other animals.

Project WILD K-12 Guide	**Project WILD Aquatic Guide**
Beautiful Basics	

Classroom Carrying Capacity

Environmental Barometer

Everybody Needs a Home

Graphanimal

Grasshopper Gravity

Habitracks

What's That Habitat?

Wildlife is Everywhere

Indicator 3: Analyze how organisms are linked to one another and the environment.

1.L.3.1. Students are able to relate characteristics of plants and animals that allow them to live in specific habitats.

Project WILD K-2 Guide	**Project WILD Aquatic Guide**
Color Crazy	
Graphanimal	
Seeing is Believing	
Surprise Terrarium	
Thicket Game	
What Bear Goes Where?	

SECOND GRADE

Second Grade Life Science

Indicator 1: Understand the fundamental structures, functions, classifications, and mechanisms found in living things.

2.L.1.1. Students are able to classify plants according to similarities and differences.

Project WILD K-12 Guide	Project WILD Aquatic Guide
Beautiful Basics	

2.L.1.2. Students are able to classify people and animals according to similarities and differences.

Project WILD K-12 Guide	Project WILD Aquatic Guide
Everybody Needs a Home	
First Impressions	
Graphanimal	
Grasshopper Gravity	
What's That, Habitat?	
What's Wild?	

Indicator 3: Analyze how organisms are linked to one another and the environment.

2.L.3.1. Students are able to describe ways that plants and animals depend on each other.

Project WILD K-12 Guide	Project WILD Aquatic Guide
Classroom Carrying Capacity	
Color Crazy	
Habitracks	
Habitrekking	
Learning to Look, Looking to See	
Make a Coat!	

Thicket Game

Too Close for Comfort

What Bear Goes Where?

Wildlife is Everywhere

2.L.3.2. Students are able to associate adaptations in plants and animals in response to seasonal changes.

Project WILD K-12 Guide	**Project WILD Aquatic Guide**
Classroom Carrying Capacity	
Color Crazy	
Environmental Barometer	

2.L.3.3. Students are able to recognize what it means for a species to be extinct or endangered.

Project WILD K-12 Guide	**Project WILD Aquatic Guide**
Environmental Barometer	
Ethi-Thinking	
Habitrekking	
Learning to Look, Looking to See	
Make a Coat!	
Playing Lightly on the Earth	
Seeing is Believing	
Surprise Terrarium	