



K- 5 Academic Standards in
Social Studies

June 2013

Word Tables of Standards ONLY

This Word version of the 2.17.12 social studies standards (DRAFT for Rulemaking 2.17.12) document contains the standards ONLY; no explanatory information is provided.

*The Bemidji Elementary Social Studies Curriculum Committee encourages all classroom teachers to incorporate both LOCAL and STATE content wherever applicable within the Minnesota K-5 Academic Standards in Social Studies. Examples have been added to the Benchmarks (last column on each page) and are **MARKED WITH A DOUBLE ASTERISK (**)** and **PRINTED IN BOLD ITALIC TEXT** throughout the Standards document.*

Grade One: Foundations of Social Studies

	<p>Students in grade one learn basic concepts and skills related to the four social studies disciplines of citizenship and government, economics, geography and history. They expand their understanding of America’s civic identity, determine characteristics of effective rules and demonstrate ways for citizens to participate in civic life. Their exploration of the federal government begins with the elected office of president. Fundamental geography skills are introduced including making sketch maps of places and comparing their physical and human characteristics, and identifying locations. Students practice basic historical inquiry skills by asking questions, constructing a timeline, and examining simple records and artifacts. They build their knowledge of the past by comparing family life, buildings and other technologies from earlier times to today. Students acquire a basic understanding of the economic concepts of scarcity and trade, and weigh the costs and benefits of simple alternative choices.</p>
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Minnesota K-12 Academic Standards in Social Studies

Gr.	Strand	Sub-strand	Standard Understand that...	Code	Benchmark
1	1. Citizenship and Government	1. Civic Skills	1. Democratic government depends on informed and engaged citizens who exhibit civic skills and values, practice civic discourse, vote and participate in elections, apply inquiry and analysis skills and take action to solve problems and shape public policy.	1.1.1.1.1	Demonstrate ways good citizens participate in the civic life of their community; explain why participation is important. <i>For example:</i> Ways to participate—pick up trash in park, vote, help make class decisions.
		2. Civic Values and Principles of Democracy	2. The civic identity of the United States is shaped by historical figures, places and events and by key foundational documents and other symbolically important artifacts.	1.1.2.2.1	Explain why and when the Pledge of Allegiance is recited; provide examples of basic flag etiquette.
		4. Governmental Institutions and Political Processes	7. The United States government has specific functions that are determined by the way that power is delegated and controlled among various bodies: the three levels (federal, state, local) and the three branches (legislative, executive, judicial) of government.	1.1.4.7.1	Identify the president of the United States; explain that the president is elected by the people.
			8. The primary purposes of rules and laws within the United States constitutional government are to protect individual rights, promote the general welfare and provide order.	1.1.4.8.1	Identify characteristics of effective rules; participate in a process to establish rules. <i>For example:</i> Characteristics of effective rules—fair, understandable, enforceable, connected to goals.

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1	2. Economics	1. Economic Reasoning Skills	1. People make informed economic choices by identifying their goals, interpreting and applying data, considering the short- and long-run costs and benefits of alternative choices and revising their goals based on their analysis.	1.2.1.1.1	Describe some costs and benefits of alternative choices made by families.
		3. Fundamental Concepts	3. Because of scarcity individuals, organizations and governments must evaluate trade-offs, make choices and incur opportunity costs.	1.2.3.3.1	Define scarcity as not having enough of something to satisfy everyone's wants; give examples. <i>For example:</i> Having only three desks for four students; not having enough time to do everything you want; not having enough money to buy all the goods you want.
			5. Individuals, businesses and governments interact and exchange goods, services and resources in different ways and for different reasons; interactions between buyers and sellers in a market determines the price and quantity exchanged of a good, service or resource.	1.2.3.5.1	Explain that people trade (voluntarily) when they each expect to be better off after doing so. <i>For example:</i> Barter—a trade with a friend (such as your toy for her book) will happen only if you want her book more than your toy and she wants your toy more than her book.

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1	3. Geography	1. Geospatial Skills	1. People use geographic representations and geospatial technologies to acquire, process and report information within a spatial context.	1.3.1.1.1	Create sketch maps to illustrate spatial information about familiar places; describe spatial information found on maps. <i>For example:</i> Spatial information—cities, roads, boundaries, bodies of water, regions. Familiar places—one’s home or classroom. ** Locate Bemidji on a state map, locate Minnesota and the Mississippi River on a U.S. map.
				1.3.1.1.2	Use relative location words and absolute location words to identify the location of a specific place; explain why or when it is important to use absolute versus relative location. <i>For example:</i> Relative location words—near, far, left, right. Absolute location words—street address (important for emergencies, mail).
		2. Places and Regions	3. Places have physical characteristics (such as climate, topography and vegetation) and human characteristics (such as culture, population, political and economic systems).	1.3.2.3.1	Compare physical and human characteristics of a local place and a place far away on a globe or map (such as a place in an equatorial or polar region). <i>For example:</i> Physical characteristics—landforms (Rocky Mountains, Mount Everest), ecosystems (forest), bodies of water (Hudson Bay, Indian Ocean, Amazon River), vegetation, weather, climate. Human characteristics—structures (Great Wall of China, Eiffel Tower), bridges (Golden Gate Bridge), canals (Erie Canal), cities, political boundaries, population distribution, settlement patterns, language, ethnicity, nationality, religious beliefs.

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1	4. History	1. Historical Thinking Skills	1. Historians generally construct chronological narratives to characterize eras and explain past events and change over time. 2. Historical inquiry is a process in which multiple sources and different kinds of historical evidence are analyzed to draw conclusions about how and why things happened in the past.	1.4.1.1.1	Create a timeline that identifies at least three events from one's own life. <i>For example:</i> Events—birth, walking, loss of first tooth, first day of school.	
				1.4.1.2.1	Ask basic historical questions about a past event in one's family, school or local community. <i>For example:</i> Basic historical questions—What happened? When did it happen? Who was involved? How and why did it happen? How do we know what happened? What effect did it have?	
				1.4.1.2.2	Describe how people lived at a particular time in the past, based on information found in historical records and artifacts. <i>For example:</i> Historical records—photos, oral histories, diaries/journals, textbooks, library books. Artifacts—art, pottery, baskets, jewelry, tools.	
			2. Peoples, Cultures and Change Over Time	4. The differences and similarities of cultures around the world are attributable to their diverse origins and histories, and interactions with other cultures throughout time.	1.4.2.4.1	Compare and contrast family life from earlier times and today. <i>For example:</i> Various aspects of family life—housing, clothing, food, language, work, recreation, education.
					1.4.2.4.2	Compare and contrast buildings and other technologies from earlier times and today. <i>For example:</i> Places in earlier times—Pompeii, Athens, Rome. Building technologies—arches, domes, glass. Communication technologies—scrolls, books, emails; Transportation technologies—chariot, train, car.