

Kids Voting Correlates to the North Carolina Standard Course of Study

FIFTH GRADE MATH

NC Standard Course of Study Competency Goals	Objectives	Kids Voting Classroom Activities: 3-5
<p>Goal 1: The learner will understand and compute with non-negative rational numbers.</p>	<p>1.01 Develop number sense for rational numbers 0.001 through 999,999.</p> <p>1.03 Develop flexibility in solving problems by selecting strategies and using mental computation, estimation, calculators or computers, and paper and pencil.</p>	<p><i>Elections and Voting</i></p> <ul style="list-style-type: none"> • Voter Apathy Experience 1.01, 1.03 • Voting Graphs 1.01, 1.03 • Two Ballots 1.01, 1.03 <p><i>The Right to Vote</i></p> <ul style="list-style-type: none"> • Suffrage Timeline 1.01, 1.03 <p><i>Active Citizenship</i></p> <ul style="list-style-type: none"> • Ice Cream in a Bag 1.01, 1.03 • Dollars and Sense 1.01, 1.03
<p>Goal 4: The learner will understand and use graphs and data analysis.</p>	<p>4.01 Collect, organize, analyze, and display data (including stem-and-leaf plots) to solve problems.</p>	<p><i>Elections and Voting</i></p> <ul style="list-style-type: none"> • Voter Apathy Experience 4.01 • Voting Graphs 4.01 • Two Ballots 4.01 • Watching the Returns 4.01 <p><i>Active Citizenship</i></p> <ul style="list-style-type: none"> • Eleusis 4.01 • Dollars and Sense 4.01
<p>Goal 5: The learner will demonstrate an understanding of patterns, relationships, and elementary algebraic representation.</p>	<p>5.01 Describe, extend, and generalize numeric and geometric patterns using tables, graphs, words, and symbols.</p>	<p><i>Elections and Voting</i></p> <ul style="list-style-type: none"> • Voter Apathy Experience 5.01 • Voting Graphs 5.01 • Two Ballots 5.01 • Watching the Returns 5.01 <p><i>Active Citizenship</i></p> <ul style="list-style-type: none"> • Eleusis 5.01 • Dollars and Sense 5.01