

5 Scope and Sequence

Unit	Unit Goals	Story	
Welcome Unit	Use <i>Wh</i>- questions to learn about someone else's life.		
1 A Strange Game	- Recognize and name vocabulary about games and board games. - Talk about dreams using Past Continuous and Simple Past. - Use when to interrupt past continuous actions.	Act Right	
2 Music Is Life	- Recognize and name vocabulary related to music. - Use adverbs of manner to describe actions.	A New Band in School	
3 Let's Do a Science Experiment	- Recognize and name vocabulary related to science and experiments. - Talk about scientific facts and general truths using Zero Conditional. - Use either, neither, and so for agreements.	Eureka!	
4 A Glimpse into the Future	- Recognize and name vocabulary related to the future and technology. - Talk about predictions and the future using will and won't. - Use will and won't to make promises. - Ask and answer questions with will.	Let's Talk About It	
5 Feeling Good	- Identify values, emotions, and experiences related to well-being throughout time. - Talk about the past and past habits using used to and didn't use to. - Use question tags to ask and answer questions.	Timeless Journeys	
6 Beneath the Surface	- Recognize famous role models. - Talk about people, places, things, and situations using the pronouns who, which, that, when, and where in defining and non-defining relative clauses.	Beyond the Filter	
7 Time Tales	- Recognize and name vocabulary related to time management and organization. - Use Present Perfect to talk about experiences. - Use just with Present Perfect to talk about recent actions.	Unwrapping the Gift of Time	
8 Planning: From Dreams to Reality	- Recognize and name travel vocabulary related to the future. - Use may, might, and could to express future possibilities. - Use however, although, because, so, and time connectors to write statements related to the future.	Our Camping Adventure	

	Vocabulary	Grammar 1	Grammar 2	Social and Emotional Learning	Play Skill
	Challenges brave, change, colorful, creative, curious, energetic, explore, perseverant, poor, sing	<i>Wh-</i> question words		Positive Attitude	
	Games and board games board, cards, die, lose, maze, piece, players, rulebook, video game, win	Past Continuous	Interrupted past	Assertiveness	Role Game
	Music genres and instruments audience, bass, clap, concert, drums, guitar, instrument, song, stage, video	Comparatives <i>as ... as</i>	Adverbs of manner	Awe	Storytelling
	Science and experiments atom, beaker, chemical, discovery, element, experiment, explore, microscope, science, tube	Zero Conditional	<i>Either, neither and so</i>	Pro-Social Behavior	Design
	Technology and future app, code, computer, motion sensor, program, robot, sound sensor, technology, touch screen, virtual reality	Future <i>will</i> predictions and promises	Questions with <i>will</i>	Conflict Prevention and Resolution	Set Collection
	Emotions and experiences related to well-being amazing, century, glad, market, middle, program, sick, soul, through, whole	Question tags	<i>used to / didn't use to</i>	Well-Being	Quickness
	Famous people, places, objects, and talents arrive, believe, corner, friendly, hall, ideas, luck, notice, twice, upset	Relative pronouns <i>who, which, and that</i>	Relative pronouns <i>when and where</i>	Reasoning	Timed Linguistic Recall
	Time management and organization agree, brain, chat, daily, list, moment, routine, save, spend, useful	Present Perfect	Present Perfect with <i>just, already, and yet</i>	Time Management	Strategic Judgment
	Travel and experiences accident, activities, adventure, book, camping, memories, menu, news, plan, trip	Conjunctions and time connectors	Modals of possibility	Planning	Planification