



Outdoor Education Curriculum Summary

The curriculum is the core of the student's experience at Camp. The classes selected can provide students with a sampling of all academic areas or concentrate on a specific focus. Each class is built around the ideas of appropriate teambuilding, *Academic Content Standards*, and the YMCA values of Caring, Honesty, Respect, and Responsibility. The staff members strive to include science vocabulary, social studies concepts, and math problems throughout the entire Willson experience.

Many classes can be taught throughout the year, some classes are best suited in a particular season. We hope that the program will meet the curriculum of your school and provide the students with a fun and educational experience building self confidence and memories. Our staff can facilitate the classes or school teachers can present favorite activities. We have divided the classes into subjects and have listed the grades, benchmarks, and indicators. Many of the subjects are interconnected.

Our class list is broken down by subject area. Each of these areas is then divided by the standard. Each class is listed with a short summary. Under the class we have divided the Grade-Level Bands and noted the Benchmarks that this class works toward meeting. The Grade-Level Indicators are then listed and broken down by Grade-Levels. If a class meets Indicators outside the standard category this is note after both Grade-Level Bands with *'s.

Science Classes

Physical Science, Scientific Inquiry, and Scientific Ways of Knowing

EGG DROP: We have an "egg-citing" winter class to combine teamwork and physics. This activity allows small teams to draft and design an enclosure to keep an egg from breaking. We test our structures during the drop from the second story Conference Center porch and "egg-splore" the scientific method. (Available December to March)

PS: Benchmark (3rd-5th) A

Indicators Grade (4th) 1

SI: Benchmark (3rd-5th) B, C

Indicators Grade (3rd) 6 (4th) 3, 4, 5 (5th) 3, 4

SWK: Benchmark (3rd-5th) A, C

Indicators Grade (4th) 4 (5th) 1

PS: Benchmark (6th-8th)A

Indicators Grade (6th) 3

SI: Benchmark (6th-8th)A, B

Indicators Grade (6th) 1, 2, 3, 4 (7th) 4, 5 (8th) 1

SWK: Benchmark (6th-8th) A

Indicators Grade (6th) 1

WATER ROCKETS: Use your math skills and scientific method as we have a "blast" testing our theories of propulsion, aerodynamics, and volume. Students will see Newton's First and Third Laws of motion at work as they launch their water rockets. (Available for 6th grade and up.)

PS: Benchmark (6th-8th) A, B

Indicators Grade (6th) 1, 4 (8th) 1, 2, 3

SI: Benchmark (6th-8th)A

Indicators Grade (6th) 1, 2, 3, 4 (7th) 4, 5 (8th) 1, 4

SWK: Benchmark (6th-8th) A

Indicators Grade (6th) 1, 2 (8th) 1

Science and Technology

EDIBLE PLANTS: Hiking camp, we learn and taste edible plants. Some poisonous plants will also be discussed. Time depending, we may also brew tea. (Early Fall, Late Spring)

Benchmark (3rd-5th) A

Indicators Grade (3rd) 3 (4th) 2

Benchmark (6th-8th) A

Indicators Grade (6th) 1

* Earth and Space Science Benchmark (3rd-5th) C Indicator Grade (5th) 6*

Earth and Space Science

ASTRONOMY: In this one hour day-time class, students will interact and explore concepts concerning the planets, *eclipses*, *moon phases*, and constellations. One study group at a time enjoys the “night sky” via our star dome. (All seasons, inside)

Benchmark (3rd-5th) A

Indicators Grade (5th) 1, 2, 3, 4

Benchmark (6th-8th) A

Indicators Grade (8th) 1, 2, 6, 7

WEATHER: Students form a better understanding of how and why the weather changes. The children will look at *the water cycle*, *air pressure*, *classification* of clouds, and *weather instruments*. (All seasons)

Benchmark (3rd-5th) D

Indicators Grade (4th) 1, 2, 3, 4, 6, 7

Benchmark (6th-8th) C

Indicators Grade (7th) 3, 5, 9

Physical Science Benchmark (3rd-5th) B Indicators Grade (4th) 4

WILLSON ROCKS: Reviewing geologic phenomena, students practice the *rock cycle*; discuss the *hardness scale*; and identify *igneous*, *metamorphic*, and *sedimentary* rocks. Try your knowledge on Rock Bingo. (All seasons)

Benchmark (3rd-5th) B, C

Indicators Grade (3rd) 1, 2, (4th): 8, 9, 10

Benchmark (6th-8th) D, E

Indicators Grade (6th) 1, 2, 3 (8th) 9, 13, 14

Life Science

AMAZING MAMMALS: Students use hands-on learning through a *dichotomous key* with animal *skulls* to identify local mammals. Other games and activities are incorporated to educate the students on mammal classification and behaviors. (All seasons)

Benchmark (3rd-5th) B

Indicators Grade (3rd) 2, 3 (5th) 3

Benchmark (6th-8th) A

Indicators Grade (6th) 2 (7th) 1

* Scientific Inquiry (3rd-5th) A, B

Indicators Grade (3rd) 1 (4th) 1 (5th) 3 *

* Scientific Inquiry (6th-8th) A

Indicators Grade (6th) 2 (7th) 4 (8th) 1*

Scientific Ways of Knowing Benchmark (3rd-5th) B, C Indicators Grade (3rd) 1, 2 (5th) 4

AQUATIC STUDIES: Students discuss characteristics of aquatic life. They walk to the lake, collect samples, *identify* creatures under microscopes, and use a benthic macro-invertebrate chart. (All seasons)

Benchmark (3rd-5th) A, C

Indicators Grade (3rd) 6, (4th) 5, (5th) 4

Benchmark (6th-8th) A, B, C

Indicators Grade (6th) 8 (7th) 1, 8

Earth and Space Science: Benchmark (6th-8th) C Indicator Grade (7th) 4

DOWN ON THE FARM: Students have the opportunity to meet and greet our farm animals. We have goats, rabbits, chickens, ducks, and a sheep. We look at animals and their adaptations. (All seasons, outside - best for 5th grade and younger students)

Benchmark (3rd-5th) A, B

Indicators Grade (3rd) 1 (5th) 1, 3

Earth and Space Science: Benchmark (3rd-5th) C Indicators Grade (5th) 5, 6

FISHING: Especially great for groups who do not have enough time for everyone to fish during recreation. Students will go to Lake Mac-O-Chee with fishing pole in hand to see if they can catch their “trophy fish.” We encourage students not to bring their own fishing equipment as it may be broken. (Sept to mid-Oct), (Mid-April to June) Fishing may also be offered to 12 children at a time during recreation, weather permitting.

Benchmark (3rd-5th) B

Indicators Grade (3rd) 2

Benchmark (6th-8th) A

Indicators Grade (7th) 1

HABITAT HUNT: Students will explore Ohio native plant and animal species, and habitats through games, discussion, tracking, and hands-on activities and games. (All seasons)

Benchmark (3rd-5th) B, C

Indicators Grade (5th) 1, 2, 3, 4, 5,

Benchmark (6th-8th) C, D

Indicators Grade (6th) 8 (7th) 3, 4

INSTINCTS: Through role-play activities, students reinforce the concepts of *food chains*, the balance of nature, life cycles, and other environmental concepts. (All seasons, extreme weather shorter outside time)

Benchmark (3rd-5th) B, C

Indicators Grade (3rd) 6 (5th) 1, 2, 3, 4, 5, 6

Benchmark (6th-8th) C, D

Indicators Grade (6th) 8 (7th) 2, 3, 4, 7

INVENT AN ANIMAL: The class begins with a discussion of animals and adaptations. The students will have an opportunity to create an organism that will be able to live in a fictitious environment.

Creations and their different adaptations will be shared with the class. (All seasons)

Benchmark (3rd-5th) A, B

Indicators Grade (3rd) 2, 3 (4th) 5

Benchmark (6th-8th) A, C

Indicators Grade (6th) 2, 8

REPTILES AND AMPHIBIANS: Using live specimens of frogs, snakes, turtles, salamanders, and toads, students learn the *characteristic differences and similarities* between local reptiles and amphibians.

Students will learn the proper handling and care of these animals. (All seasons - indoors)

Benchmark (3rd-5th) A, B, C

Indicators Grade (3rd) 1, 2 (5th) 5

Benchmark (6th-8th) A, B

Indicators Grade (6th) 2 (7th) 1, 8

TREE ENCOUNTER/TWIG-O-MANIA: Students learn to *identify* trees using leaves or buds and branches depending on the season, and a *dichotomous key* while trying to solve a puzzle. (Season dependant, 5th grade and up)

Benchmark (3rd-5th) B

Indicators Grade (4th) 3

Benchmark (6th-8th) B

Indicators Grade (7th) 8

* Scientific Inquiry (3rd-5th) B

Indicators Grade (5th) 3 *

* Scientific Inquiry (6th-8th) A

Indicators Grade (6th) 2 (7th) 4 (8th) 1*

Scientific Ways of Knowing Benchmark (3rd-5th) B, C Indicators Grade (3rd) 1, 2 (5th) 4

WINTER BIRDS: Using study skins and discussion, students will review the *characteristics* of birds. The students will learn more about the habits and adaptations. The students also identify common birds of the season at the bird feeders through the “window on wildlife”. (November-March - indoors)

Benchmark (3rd-5th) B, C

Indicators Grade (3rd) 2, 3 (5th) 5, 6

Benchmark (6th-8th) A, B, C

Indicators Grade (6th) 2, 8 (7th) 1, 8

Social Studies Classes

History and People in Societies

CAMPFIRE COOKING: In this one-hour class, students will learn fire building and cooking safety. They will eat their creation after converting recipe measurements. (Inside or out, weather dependent)

P: **Benchmark** (3rd-5th) A

Indicators Grade (3rd) 1

P: **Benchmark** (6th-8th) A

Indicators Grade (6th) 1

*Math: Numbers (5th -7th) B, I

Indicators Grade (5th) 13 (6th) 4, 8, 11*

*Math: Measurement (5th -7th) B

Indicators Grade (5th) 5*

DIVER-CITY: Through graphs and games, we compare the diversity found in nature. Students will explore the role diversity plays in their everyday life. (All seasons)

P: **Benchmark** (3rd-5th) A **Indicators** Grade (3rd) 2

P: **Benchmark** (6th-8th) A, B **Indicators** Grade (6th) 1, 3 (7th) 3 (8th) 2, 6

EARLY AMERICAN CRAFTS FAIR: Students learn some of the crafts and skills that the pioneers used in every day life such as candles, butter making, spinning wool, and more. Students take crafts home. Schools may bring supplies or purchase supplies (\$40 fee) from camp. (Two hours - all seasons)

H: **Benchmark** (3rd-5th) B, C **Indicators** Grade (3rd) 3 (4th) 2

P: **Benchmark** (3rd-5th) A **Indicators** Grade (3rd) 1 (4th) 1 (5th) 1

P: **Benchmark** (6th-8th) A **Indicators** Grade (6th) 1

PIONEER LIFE: Students will role-play family groups traveling and settling in early Ohio. Family groups will walk through the woods to visit our 1800's log cabin. This class will give students a better understanding of the hardships of the frontier life. (All seasons)

H: **Benchmark** (3rd-5th) B, C **Indicators** Grade (3rd) 3 (4th) 2 (5th) 3, 6

P: **Benchmark** (3rd-5th) A, B **Indicators** Grade (4th) 1, 3

H: **Benchmark** (6th-8th) D **Indicators** Grade (8th) 2

P: **Benchmark** (6th-8th) A **Indicators** Grade (6th) 1

*Geography Benchmark (6th-8th) D **Indicators** (6th) 8*

SHAWNEE CELEBRATION: We compare and contrast the ways of the Shawnee Indians of the 1700's with the Settlers or Plains Indians. Students will participate in games and sign language of the woodland Indians who lived in the local area. (All seasons)

H: **Benchmark** (3rd-5th) B **Indicators** Grade (4th) 2, 3

P: **Benchmark** (3rd-5th) A, B **Indicators** Grade (4th) 1, 2 (5th) 1

H: **Benchmark** (6th-8th) D **Indicators** Grade (8th) 2

P: **Benchmark** (6th-8th) A, B, C **Indicators** Grade (6th) 1, 2, 3 (7th) 3 (8th) 3

Geography

ORIENTEERING: The students learn the basics of compass work. Using *charts* and simple math, they practice their new skills of paces and degrees on the sports field. (A favorite! All Seasons)

Benchmark (3rd-5th) A **Indicators** Grade (4th) 1, 2 (5th) 1

Benchmark (6th-8th) B **Indicators** Grade (6th) 4

Economics, Government and Citizenship Rights and Responsibilities

MAC-O-CHEE MALL: Students role-play various people and animals of a community and decide the future land-use of Camp Willson. Many *science* and *social studies* topics are rolled into one activity.

Give students the opportunity for in-depth decision-making choices about land. (All seasons, inside)

E: **Benchmark** (3rd-5th) B **Indicators** Grade (4th) 3

G: **Benchmark** (3rd-5th) A **Indicators** Grade (5th) 2

C: **Benchmark** (3rd-5th) A **Indicators** Grade (4th) 1, 2, 4 (5th) 2, 3

E: **Benchmark** (6th-8th) A **Indicators** Grade (6th) 1, 2

G: **Benchmark** (6th-8th) A **Indicators** Grade (8th) 1

C: **Benchmark** (6th-8th) A, B **Indicators** Grade (6th) 2 (8th) 1, 4

Social Studies Skills and Methods

CLIMBING WALL: A rock climbing simulation activity paired with Team Challenge, students are challenged for two hours. Staff members emphasize teamwork, trust, and cooperation. Available for groups attending 3 days or more. (Outside, weather dependent at camp) Available March 15 - Dec 1.

Benchmark (3rd-5th) D

Indicators Grade (3rd) 6 (4th) 10 (5th) 9

Benchmark (6th-8th) D

Indicators Grade (6th) 7 (7th) 3, 4 (8th) 5

TEAM CHALLENGE: Promote the skills of cooperation and communication through a variety of initiatives. Challenge the students to depend on one another and to solve mutual goals - an all time favorite. (Outside, All seasons, one) (Often paired with Climbing Wall to make a two hour class)

Benchmark (3rd-5th) D

Indicators Grade (3rd) 6 (4th) 10 (5th) 9

Benchmark (6th-8th) D

Indicators Grade (6th) 7 (7th) 3, 4 (8th) 5

SURVIVAL: Using communication and cooperation, students discuss and practice survival techniques. We review skills such as fire building, shelter building, and safety in the woods. (All seasons)

Benchmark (3rd-5th) D

Indicators Grade (3rd) 6 (4th) 10 (5th) 9

Benchmark (6th-8th) D

Indicators Grade (6th) 7 (7th) 3, 4 (8th) 5

THE BEAST: Working on communication skills, students must build a replica by describing the construction of the original structure. Similar to the game “telephone”, the message being passed describes building the “Beast”. (All Seasons – inside, good evening program)

Benchmark (3rd-5th) D

Indicators Grade (3rd) 6 (4th) 10 (5th) 9

Benchmark (6th-8th) D

Indicators Grade (6th) 7 (7th) 3, 4 (8th) 5

UNSOLVED MYSTERIES: Students will solve several puzzles and complete a large tanagram. Thinking “outside the box” and teambuilding solutions are encouraged. (Inside, all seasons)

Benchmark (3rd-5th) D

Indicators Grade (3rd) 6 (4th) 10 (5th) 9

Benchmark (6th-8th) D

Indicators Grade (6th) 7 (7th) 3, 4 (8th) 5

Language Arts

Writing Process, Writing, Applications, and Communication

POET-TREE: Review parts of speech, and use nature to create various types of poems. (All seasons)

Grab a pen, a pencil will do. For a fun educational time awaits you.

A hike through the woods, Admiring a tree, Put it all together, And a poet you will be.

WP: **Benchmark** (3rd-4th) A, B

Indicators Grade (3rd) 1, 2, 3, 8, 11 (4th) 1, 3, 8, 11

WA: **Benchmark** (3rd-4th) A

Indicators Grade (3rd-4th) 5

C: **Benchmark** (3rd-4th) A, E, G

Indicators Grade (3rd-4th) 1, 5, 6, 7, 9

WP: **Benchmark** (5th-7th) A-H

Indicators Grade (5th-7th) 1, 3, 4, 9, 11, 12, 13

WA: **Benchmark** (5th-7th) D

Indicators Grade (5th) 2, 5 (6th-7th) 2, 6

C: **Benchmark** (5th-7th) C

Indicators Grade (5th-7th) 6, 7, 9

SHAKE, RATTLE, & WRITE: Students will experience a traditional Native American story enhanced by percussion sound effects. Then small groups write and perform a story of their own. Attention to writing elements such as developing characters, setting, and a plot will be used.

WP: **Benchmark** (3rd-4th) A, B, E

Indicators Grade (3rd) 1, 2, 3, 6, 11 (4th) 1, 3, 5, 6, 8, 11

WA: **Benchmark** (3rd-4th) A

Indicators Grade (3rd-4th) 1

C: **Benchmark** (3rd-4th) A, E, G

Indicators Grade (3rd) 5, 6, 7, 8 (4th) 1, 5, 6, 7, 8

SHAKE, RATTLE, & WRITE continued

WP: **Benchmark** (5th -7th) A, B, D

WA: **Benchmark** (5th -7th) A

C: **Benchmark** (5th -7th) C, D, E, F

*Literary Text: **Benchmark** (4th -7th) C, E

Indicators Grade (5th-7th) 1, 3, 4, 7, 9,

Indicators Grade (5th-7th) 1, 6

Indicators Grade (5th-7th) 1, 2, 6, 7, 8

Indicators Grade (4th-5th) 1, 2, 3, 7 (6th-7th) 1, 2, 3, 6, 7*

Music V: **Benchmark** (K-4th) C

V: **Benchmark** (5th-8th) B

Indicators Grade (3rd-4th) 4, 5

Indicators Grade (5th) 3 (6th) 4

Camp Classics

COMMON SENSES (previously called ENCHANTED FOREST): Students learn the importance of each of the five senses. The class challenges the students to heighten the use of their senses. We investigate natural and man-made products. Challenge your observation and find the objects in the Unnatural Trail.” (All Seasons)

TRAIL RIDE: This camp highlight features a one-hour, single-file, instructor-led ride. Two to three staff supervises each ride. Fourth grades and under will enjoy a Ring Ride and Arena Lesson. Fifth grade and up can hit the trails. There is an additional cost for this class. (See Director, all seasons) Horseback Riding Release form is required for all adults and students.

HORSE SENSE: Students discuss the physical and mental capacities of a horse. They participate in grooming, roping, and a practice ride. The Horseback Riding Release is not required. (All seasons)

Afternoon Activities

Each afternoon, the Willson staff offer a variety of recreational activities. Willson staff present a selection of age appropriate choices: indoor, outdoor, active, and passive. **Teachers and cabin leaders will have a meeting at this time.** The students select the activities in which they wish to participate. Some of these activities may include:

Dancing or Drama	Visit the Farm Animals	Floor Hockey	Tobogganing
Cloud Watching	Arts and Crafts	Group Games	Knitting
Horse Grooming	Capture the Flag	Aerobics/ Yoga	Singing
Nature Appreciation	Paper Airplanes	Fishing	Sports
Hike around the Lake	Minute Mysteries	And more...	

Evening Programs

You may select one to two activities per night, depending on the length of each. A snack is provided by camp.

Camp Classics

CAMPFIRE: An all-time favorite with singing, skits, and storytelling around the fire. (Inside or out, weather depending)

S'MORES: An extra long campfire with more songs, skits, and stories with the addition of oohey-gooley s'mores for snack. Schools may bring your own supplies or purchase them from the camp (\$2.50 for each 10 participants).

EVENING RECESS: Not enough time in your schedule for recreation? Need more of a chance to run? We meet at the Sports Field, to run and play before the second half of evening program, equipment provided.

Science

ALPHA WOLF: By small groups, students will role-play the communication and activities of wolves. The "packs" must travel together to search for the Alpha wolf. (March 15th-October 15th)

Life: **Benchmark** (3rd-5th) B

Indicators Grade (3rd) 2, (5th) 5

EARTH DEFENDERS (similar to Where's Waldo): Science and laughter are combined as students have the chance to learn about our role as stewards of the Earth. Different characters (staff & chaperones) will interact with them as they search for "Energy Orbs" to save our planet. (weather dependent at camp)

Earth and Space: **Benchmark** (3rd-5th) C

Indicators Grade (5th) 5, 6

Physical: **Benchmark** (6th-8th) C

Indicators Grade (6th) 8

ECODRAMAS: Challenge your students to charades based on ecological concepts. Students act out *science vocabulary* and guess the themes during the other presentations. (All seasons)

Life: **Benchmark** (3rd-5th) A, B

Indicators Grade (3rd) 1 (4th) 1, 5 (5th) 3

Life: **Benchmark** (6th-8th) C

Indicators Grade (6th) 8 (7th) 2

Social Studies

ARE YOU SMARTER THAN A CAMP WILLSON NATURALIST?: In small groups students will work together answer to trivia questions on topics from Science to Sports. (All Seasons)

Skills & Methods: **Benchmark** (3rd-5th) D

Indicators Grade (3rd) 6 (4th) 10 (5th) 9

Skills & Methods: **Benchmark** (6th-8th) D

Indicators Grade (6th) 7 (7th) 3 (8th) 5

BAG SKITS: Give your students the chance to perform and shine! Each cabin group creates a two to four minute skit using words given to them. Then they perform in front of their peers. (All seasons)

Skills & Methods: **Benchmark** (3rd-5th) D

Indicators Grade (3rd) 6 (4th) 10 (5th) 9

Skills & Methods: **Benchmark** (6th-8th) D

Indicators Grade (6th) 7 (7th) 3 (8th) 5

THE BEAST: Working on communication skills, students must build a replica by describing the construction of the original structure. Similar to the game "telephone", the message being passed describes building the "Beast". (All Seasons – inside)

Benchmark (3rd-5th) D

Indicators Grade (3rd) 6 (4th) 10 (5th) 9

Benchmark (6th-8th) D

Indicators Grade (6th) 7 (7th) 3, 4 (8th) 5

GAMES, GAMES, & GAMES: A combination of small group relay races and classic group games to build unity and get all participants actively involved and laughing! (Inside or out, weather depending)

Skills & Methods: **Benchmark** (3rd-5th) D **Indicators** Grade (3rd) 6 (4th) 10 (5th) 9
Skills & Methods: **Benchmark** (6th-8th) D **Indicators** Grade (6th) 7 (7th) 3 (8th) 5

INDIAN MEDICINE HUNT: A scavenger hunt where students must use teamwork and their creativity to find items that will help keep their “dying chief” alive. (Weather dependent at camp)

Skills & Methods: **Benchmark** (3rd-5th) D **Indicators** Grade (3rd) 6 (4th) 10 (5th) 9
Skills & Methods: **Benchmark** (6th-8th) D **Indicators** Grade (6th) 7 (7th) 3 (8th) 5

NEWSPAPER PAGENT: Small groups will create new fashions by dressing their adult leader in newspaper for the “big show”. (All seasons)

Skills & Methods: **Benchmark** (3rd-5th) D **Indicators** Grade (3rd) 6 (4th) 10 (5th) 9
Skills & Methods: **Benchmark** (6th-8th) D **Indicators** Grade (6th) 7 (7th) 3 (8th) 5

SQUARE DANCE: A true Willson experience, students learn traditional dances (like the “Virginia Reel”) from one of our staff callers, while being accompanied by some great dancin’ tunes. (All seasons)

Skills & Methods: **Benchmark** (3rd-5th) D **Indicators** Grade (3rd) 6 (4th) 10 (5th) 9
Skills & Methods: **Benchmark** (6th-8th) D **Indicators** Grade (6th) 7 (7th) 3 (8th) 5

TREATY OF GREENVILLE: A quiet indoor activity, students role-play Native Americans and reenact 1795 to discuss whether to sell land to the Colonists or stay and possibly go to war. (5th grade and up)

History: **Benchmark** (3rd-5th) A **Indicators** Grade (5th) 1
History: **Benchmark** (6th-8th) D **Indicators** Grade (8th) 2
People: **Benchmark** (6th-8th) B **Indicators** Grade (8th) 3

THE WILLSON RACE: Work together as a team to “travel the world” in search of clues and trivia about your Willson experience. (Outdoors, March 15th-October 15th)

Skills & Methods: **Benchmark** (3rd-5th) D **Indicators** Grade (3rd) 6 (4th) 10 (5th) 9
Skills & Methods: **Benchmark** (6th-8th) D **Indicators** Grade (6th) 7 (7th) 3 (8th) 5

Language Arts

BALDERDASH (Liar’s Club): Students are shown a variety of “strange items” and told even stranger stories for each one by their chaperones. They must then decide who is telling the truth and who is spinning a tale for them. (All seasons)

ITP: **Benchmark** (4th-7th): B, D Indicator: **Grade** (4th) 7, (5th) 7, 9 (6th) 2, 7 (7th) 2
Comm.: **Benchmark** (3rd-4th) A, D Indicator: **Grade** (3rd-4th) 1, 3
Comm.: **Benchmark** (5th-7th) A Indicator: **Grade** (5th) 2, 3, 4 (6th-7th) 1, 2, 3