

## Grade 5 Benchmarks

Activity	Language Arts	Mathematics	Science	Social Studies
<b>Life Skills and Career Exploration</b>				
1. <i>Who are You?</i> - To understand the many roles we have in life and begin to understand that each member is a very unique and special person.	1, 2, 3, 4, 13, 17, 19, 20, 21	11, 33, 34	4	3, 5
2. <i>"What are you like?"</i> - To help members examine their feelings, self-concepts, and values as they make choices.	17, 19, 20, 21			3, 5
3. <i>Know Your JMG Friends</i> - Youth will recognize positives in their fellow students.				5
4. <i>Good JMG'ers Wanted Posters</i> - Confirm each student's uniqueness by having them take their own fingerprints.				3, 5
5. <i>How would you feel?</i> - To understand that how you treat other people is very important.				5
6. <i>Feeling Bee</i> - Youth will recognize that others have some of the same feelings they do in certain situations.	1, 2, 3, 4, 13, 17, 19, 20, 21			5
1. <i>Where's My Fruit?</i> - To demonstrate the importance of sharing with your friends.		11, 33, 34		5
2. <i>Let's Build It</i> - To explain the importance of cooperation in a group situation.	1, 2, 3, 4, 12, 13, 17, 19, 20, 21, 25			5
3. <i>JMG Cooperation Roster</i> - To explain the importance of cooperation in a group situation.	1, 22, 27, 44			5
4. <i>Musical Chairs with a Twist</i> - To explain the importance of cooperation and sharing in a group.				
5. <i>Over and Under</i> - To illustrate group cooperation in a competitive situation.				5
6. <i>Cooperation Countdown</i> - To demonstrate the importance of cooperation in a group.				5
1. <i>Garden Shed</i> - To develop listening/communication skills. Helps with memory tasks.				5
2. <i>Who's Who on Our Team?</i> - To identify and practice different modes and methods of communication.	1, 3, 4, 12, 13, 17, 19, 20, 21, 25			3, 5
3. <i>Can You Follow Me?</i> - To identify and practice different methods of communication.				3, 5
4. <i>Plant a Seed</i> - To demonstrate the importance of clear verbal communication.	1, 2, 3, 4, 12, 13, 17, 19, 20, 21, 25			5
1. <i>Goal Search</i> - To teach members what a goal is.	17, 19, 20, 21			3, 5
2. <i>Right on Target</i> - To demonstrate the skills needed for goal setting and construct personal goals.		3, 4, 26, 27, 28, 29, 30		5
3. <i>The Class/Club Chronicle</i> - To write appropriate short-term personal goals.	1, 2, 3, 4, 12, 13, 14, 17, 19, 20, 21			3

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4. <i>Watch Me Grow</i> - To discuss the different types of goals: short-range and long-range.				3
1. <i>Making a Machine</i> - To teach group cooperation and the importance of each member's role.			10	3, 5
2. <i>Create a Costume</i> - To stimulate creative thinking and to implement the group decision-making process	1, 3, 4, 12, 13, 25			5
3. <i>Pass It On!</i> - To facilitate group members getting to know each other.	1, 2, 3, 4, 12, 13, 17, 19, 20, 21	1, 2, 3, 4, 6, 8, 13, 14, 16, 17, 19, 25, 26, 27, 28, 32, 36, 42		5
4. <i>Either/Or</i> - To explain the decision-making process.				5
5. <i>Let's Make a Case Out of It</i> - To explain how the decision-making process works with a group decision	1, 3, 4, 12, 13, 25			3, 5
6. <i>It's in the Bag</i> - To understand the importance of gathering information for decision-making and problem solving.	1, 2, 3, 4, 13, 17, 19, 20, 21			3, 5
1. <i>Shared Responsibility</i> - To understand their responsibility to a group and its members	1, 3, 4, 12, 13, 25			5
2. <i>Consequences</i> - To understand self-responsibility.				3, 5
3. <i>Touchdown</i> - To set responsibility goals to work toward.	14, 16, 17, 19, 25, 26, 32, 36, 42	3, 4, 26, 27, 28, 29, 30		3, 5
4. <i>Don't Stamp Me</i> - To determine whether stereotypes influence how they act and respond to situations.				5
1. <i>Careers and School</i> - To compare and contrast school and the world of work.	13, 14, 16, 17, 19, 20, 21, 25, 26, 36, 42	1, 2, 3, 4, 14, 25		5
2. <i>Career Teams</i> - To analyze various careers in terms of group or individual involvement.				5
3. <i>When I Grow Up</i> - To become aware of the choices they will make when choosing a career.	14, 16, 17, 19, 25, 26, 32, 36, 42			5
4. <i>Dream House</i> - To identify impact of various careers on their world.	14, 16, 17, 19, 25, 26, 32, 36, 42			5
5. <i>All for One</i> - To identify careers that operate independently and those that operate as a team.				5