

DIGITAL GAMES

Investigate origins of customs, holidays, and celebrations

<u>Understand/identify symbols, customs, etc that</u>

represent American beliefs and principles

Understand the importance of family and community SS.K.11 SS.1.14 beliefs, customs, language, and traditions

SS.K.1 SS.1.1

SS.K.10 SS.1.13

SS.1.9

SS.1.6

SS.K.15, SS.1.18

SS.K.4 SS.1.4

SS.K.12

Describe/explain the importance of beliefs, customs, language, traditions of families/communities



Economics

DIGITAL GAMES

Identify markets and examples of goods and services **SS.1.8** in the home, school, and community

Understand and demonstrate how basic human needs SS.K.6 SS.1.7

and wants are met in many ways

Explain why wanting requires choices; identify examples of choices made when buying goods/

services

KIT- REQUIRED GAME Understand and describe the concept of economics in SS.K.6 SS.1.7 SS.1.8

DIGITAL GAMES

SS.1.9 SS.K.7 SS.1.10 society

Express ideas based on knowledge and experiences;

clothing, food, etc) are based on geography

Identify/describe how human characteristics (shelter,

create/interpret visuals (ex: pictures and maps)

"over, under, near, far, left, right," etc

Use maps/globes to determine relative location using

<u>Identify the physical characteristics of place and</u> SS.K.5 SS.1.5

understand how they affect communities

Use tools and terminology to understand and describe SS.K.4 SS.1.4 SS.K.5 location SS.1.5 SS.1.6



Politics

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KIT-REQUIRED GAME

<u>Understand and explain the value of jobs and the role</u> SS.K.7 SS.1.10 they play within a community

Identify purposes for rules; identify rules that provide SS.K.8 SS.1.11 order, security, safety at home/school.

Understand/explain the role of authority figures, SS.K.9 SS.1.12 public officials, and citizens within a community

KIT-REQUIRED GAME Describe government and its role in communities SS.K.9 SS.1.12 SS.K.10

> SS.1.13 SS.K.11 SS.1.14 SS.K.12 SS.K.13 SS.1.16

> > SS.K.14 SS.1.17



History

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<u>Understand historical figures and their impact on</u> SS.K.2 SS.1.2 society

Use the concepts of past, present and future to SS.K.3 SS.1.3 establish historical timelines

KIT-REQUIRED GAME

Identify important historical figures and events **SS.K, SS.1**



Society

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<u>Understand/describe how technology is used at home</u> SS.K.13 SS.1.16 and school and how it affects people's lives

information acquired from a variety of valid sources

VIEW ADDITIONAL RELATED GAMES

Apply critical, thinking skills to organize/use