



# Indiana Academic Standards



For

# Junior Master Gardener Grade 4



Activity	English/ Language Arts	Mathematics	Science	Social Studies
1. Hamburger Plant – To become aware of dependence on plants as the originator of most food sources.	7	n/a	4.4.2; 4.4.3; 4.4.4; 4.4.6	4.3.7
2. Benefits Mobile – To be aware that all people depend on plants.	7	n/a	4.3.13; 4.4.2; 4.4.3; 4.4.4	4.3.7
3. Know & Show Sombrero – To show an understanding of the benefits of plants to people.	n/a	n/a	4.3.13; 4.4.2; 4.4.3; 4.4.4	4.3.7
4. The Choo-Choo Song – To associate a variety of plants with their food products by learning a song.	n/a	n/a	n/a	n/a
5. The Medicine Plant – To recognize the medicinal properties of the aloe vera plant.	n/a	n/a	n/a	n/a
1. Leaves and Seeds Sort Info Chart – To be able to classify leaves and seeds as monocots and dicots.	7	1	4.1.1; 4.1.3; 4.1.4; 4.6.4	4.3.7
1. Plant Parts Rap – To gain understanding of the main parts of a plant and the role each performs	n/a	n/a	4.2.5; 4.4.2; 4.4.3; 4.4.4; 4.4.6	n/a
2. Touch and Tell – To use information learned about plant parts to identify plant materials by touch.	n/a	n/a	4.1.1; 4.2.7	n/a
3. Plant Parts We Eat – To identify the various plant parts used for food.	n/a	7	4.4.4; 4.6.1	4.3.7
4. Seed Science – To use the scientific method to determine the effect on plant growth of removing the cotyledons from seeds.	n/a	5	4.1.1; 4.1.5; 4.2.5; 4.4.4	n/a
5. Flower Dissection – To identify the different parts of a flower	n/a	n/a	4.1.1	4.3.7
1. P.L.A.N.T. Needs – To become familiar with plants' needs.	n/a	n/a	4.1.1	4.3.7
2. What's Not the Same? – To become familiar with variables and constants.	n/a	5;7	4.1.1; 4.1.2; 4.2.5	n/a
3. Plant People – To show an understanding of plant needs through creative arts.	n/a	5	4.1.2	n/a
4. Picture Yourself a Plant – To show an understanding of plant needs through creative arts.	7	n/a	4.6.1; 4.6.2	4.3.7
1. Coconut Float – To illustrate the different ways seeds are dispersed.	n/a	n/a	4.1.1; 4.1.4; 4.4.3; 4.4.5	4.3.7
2. Plant Performance – To develop an understanding of plant needs through creative writing.	5	n/a	n/a	4.3.7
3. Topiary Design – To create living, growing works of art.	n/a	7	n/a	n/a
4. Power Seeds – To observe the force that seeds exhibit when germinating.	n/a	n/a	4.1.2	n/a
1. Oxygen Factory – To illustrate the process of photosynthesis.	n/a	n/a	4.1.1; 4.4.4; 4.4.5; 4.6.2	4.3.7
2. Gas Gobblers – To demonstrate the interdependence that people and animals share with plants through the exchange of oxygen and carbon dioxide.	n/a	n/a	4.1.1; 4.4.3; 4.4.4; 4.6.3	4.3.7
3. Spinning Seeds – To determine the effect of geotropism on plants.	n/a	n/a	4.1.1; 4.1.2; 4.1.3; 4.1.6; 4.6.4	4.3.7
1. Paper Pots – To create recyclable pots and propagate plants by seed.	n/a	n/a	4.1.9	n/a
2. Gallon Greenhouse – To show an understanding of the environment needed to propagate plants.	n/a	n/a	4.1.1; 4.3.13; 4.4.4; 4.3.11	n/a
3. Propagation Demonstration – To demonstrate how to propagate plants by direct seeding, stem cuttings, leaf cuttings, root cuttings, division, and layering.	n/a	n/a	4.1.1; 4.4.3; 4.4.4; 4.6.1; 4.6.2	n/a

Activity	English/ Language Arts	Mathematics	Science	Social Studies
1. Touchy Feely – To understand soil texture and the properties of different soil types and soil particles.	n/a	n/a	4.1.1; 4.1.5; 4.3.7; 4.6.3; 4.6.4	4.3.7
2. Mud Pies – To feel the difference in soil textures.	7	n/a	4.1.1; 4.3.7; 4.6.4	4.3.7
3. Shake, Rattle, and Roll – To identify amounts of soil particles that make up a soil's textures.	7	5; 6; 7	4.1.1; 4.1.3; 4.1.5; 4.2.4; 4.5.4	4.3.7
4. Candy Aggregate – To create an edible model illustrating that soil is made up of many different components.	n/a	n/a	4.6.3; 4.6.4	n/a
1. Nutrient Variable – To use scientific method to study the effects of fertilizer on plant growth.	7	1; 5; 6; 7	4.1.1; 4.1.2; 4.1.3; 4.1.5; 4.2.1; 4.2.4; 4.4.9; 4.5.4	4.3.7
2. The Numbers on the Bag – To gain an understanding of how nutrients in fertilizer help plants.	n/a	n/a	4.4.4	n/a
3. Bumps Below – To become familiar with plants that produce their own nitrogen.	7	n/a	4.1.1; 4.4.4	n/a
1. Building Bins and Compost Sandwiches – To build a composting bin for creating organic matter to amend soil.	n/a	1; 5; 7	4.1.9; 4.3.13; 4.4.2; 4.4.3; 4.4.4; 4.4.6	4.3.7
2. Composting Critters Page – To identify organisms that are a part of the composting process.	7	n/a	4.1.1; 4.4.2; 4.4.3; 4.4.6	4.3.7
3. Compost Sandwich Composition – To compose a paragraph to support the claim that it is important to compost.	4; 5; 6	n/a	n/a	4.3.7
1. Earth Apple – To become familiar with plants' needs.	7	1	4.3.3; 4.6.3	4.3.7
2. The Cloud Maker – To demonstrate the process of condensation.	7	n/a	4.1.1; 4.6.3	4.3.7
3. Cycle Song – To gain understanding of the water cycle through music.	n/a	n/a	n/a	4.3.7
4. Apple Rings and Banana Chips – To measure the amount of water in fruit.	7	1; 2; 5; 7	4.1.1; 4.1.5; 4.2.1; 4.2.2; 4.2.4; 4.6.4	4.3.7
1. Out of the Spout – To develop an understanding of how water moves through different soil textures.	n/a	5; 7	4.1.1; 4.2.1; 4.2.4; 4.3.7	4.3.7
2. Where Did It Go? – To demonstrate that water can be held in air spaces in the soil.	n/a	1; 5; 7	4.1.1; 4.1.6; 4.6.3; 4.6.4	4.3.7
3. Water Flows, Soil Goes – To demonstrate the effects of water erosion on bare soil.	n/a	1; 5; 7	4.1.1; 4.1.6; 4.6.3; 4.6.4	4.3.7

Activity	English/ Language Arts	Mathematics	Science	Social Studies
1. Nature Class Web – To create a web to understand the interrelatedness of life on Earth.	7	n/a	4.1.1; 4.4.2; 4.4.3; 4.4.4; 4.4.6; 4.6.2; 4.6.3	4.3.7
2. The Food Chain Gang – To play a game representing the interrelatedness of animals and the environment within the food chain.	n/a	n/a	4.1.1; 4.4.2; 4.4.3; 4.4.4; 4.4.6; 4.6.2; 4.6.3	4.3.7
3. Polluting Your Planet – To observe the effects of pollution on a model of the Earth.	n/a	5	4.1.1; 4.1.2; 4.4.2; 4.4.3; 4.4.4; 4.6.1; 4.6.2; 4.6.3	4.3.7
4. Exploding Cactus – To demonstrate how cacti can store water.	n/a	n/a	4.6.2; 4.6.3	n/a
5. Garden Weather Station – To create weather instruments and monitor weather conditions.	n/a	1; 5	4.1.1; 4.1.5; 4.2.4; 4.3.2; 4.3.11	4.3.7
1. The Tree Community – To observe the variety of life supported by a single tree.	7	n/a	4.4.2; 4.4.3	4.3.7
2. Gourd Bird House – To grow and build habitats for birds using gourds.	n/a	n/a	n/a	n/a
3. Our Pocket Park – To beautify an outdoor area.	4; 5; 6	7	4.4.3; 4.4.4	4.3.7
4. Backyard Buddy – To reward environmentally friendly people.	7	1	4.4.3; 4.4.4	4.3.7
5. Visit with a Vet – To understand needs and habitats of animals in your community.	7	n/a	n/a	4.3.7
1. On the Move – To understand how pollution can create many indirect negative effects.	n/a	n/a	4.1.1; 4.4.3; 4.6.1; 4.6.2; 4.6.3	4.3.7
2. Both Sides of the Fence – To voice opinions in a debate format.	5; 7	n/a	4.5.5	n/a
3. Weighing Wastes – To measure amount of food wastes produced at a meal and work to reduce wastes for the future.	n/a	1; 5; 7	4.1.9; 4.2.4; 4.2.5; 4.5.3	n/a
4. Let's Try Organic – To implement organic gardening ideas into a garden setting.	n/a	n/a	4.1.2; 4.4.3	4.3.7
5. Xeriscape – To build a garden site using water conservation concepts.	n/a	n/a	4.1.1; 4.4.3; 4.4.4	4.3.3; 4.3.7
1. Vermi-composting – To recycle food wastes with vermi-composting	n/a	5; 7	4.1.1; 4.1.2; 4.1.9; 4.2.1; 4.2.4; 4.2.5; 4.4.2; 4.4.4; 4.5.3	4.3.7
2. Supermowing Machine – To use creativity to invent a new mowing machine.	7	n/a	4.1.7; 4.1.8	n/a
3. Grow Cards – To recycle newspaper to create plantable greeting cards.	5	5	4.1.9	n/a
4. Know and Show Sombrero – To make wearable works of art with materials that can be recycled.	n/a	n/a	4.1.9	n/a
1. Plant Pounding – To transfer the likeness of plant parts to fabric.	n/a	n/a	n/a	n/a
2. Let's Dye It – To color eggs or fabrics using dyes created from natural materials.	n/a	5	n/a	n/a
3. Nature Windows – To create art using natural materials.	5	5	n/a	n/a
4. Garden Folk – To build a scarecrow.	5	n/a	n/a	n/a
5. Nature Masks – To create wearable art using natural materials.	n/a	n/a	n/a	n/a
6. Mother Nature's Children – To create art using natural materials.	n/a	n/a	n/a	n/a

Activity	English/ Language Arts	Mathematics	Science	Social Studies
1. Insect Predictions and Survey – To predict insect characteristics and learn what all insects have in common.	7	1	4.1.1; 4.1.3; 4.1.5; 4.2.5; 4.4.2; 4.4.3	n/a
2. Insect Symmetry – To learn and understand the concept of symmetry.	7	1; 4	4.6.3; 4.6.4	n/a
3. The Great Cover-Up! – To learn and understand the concept of camouflage.	7	n/a	4.4.3; 4.6.3; 4.6.4	n/a
4. Designer Bugs – To reinforce concepts learned about insects so far: their characteristics and the concepts of symmetry and camouflage.	5; 7	n/a	4.2.5	n/a
5. Insect Riddles – To reinforce basic concepts learned about insects so far, and to experiment with creative writing concepts by creating riddles.	5; 6	n/a	n/a	n/a
6. Secret Smells Game – To discover how insects communicate using pheromones.	n/a	n/a	4.4.3	n/a
1. All in the Family: Insect Flash Cards – To learn that insects are organized in groups based on their characteristics. To learn the characteristics specific to a few groups of insects, called orders.	7	n/a	4.4.3	n/a
2. Ordering Insects – To learn to sort insects based on similarities and differences and to make a basic insect key.	n/a	n/a	4.6.4	n/a
3. Metamorphosis Bracelets and Belts – To learn the stages of metamorphosis	n/a	n/a	4.4.2; 4.4.4; 4.4.6	n/a
4. Morpho Puppets – To learn the stages of complete metamorphosis, and teach them to a younger group.	7	n/a	4.4.4	n/a
5. JMG Web Activity: Journey North – To gain familiarity with the Internet as a research tool.	5; 6	n/a	4.1.7; 4.4.7	4.3.1; 4.3.3; 4.3.5
1. Suck-A-Bug! – To make a simple aspirator and use it to collect and observe small insects.	n/a	n/a	4.4.2	n/a
2. It's a Small World – To create a Berlese funnel and use it to collect and observe insects living in the ground and soil.	5	5; 6	4.2.4; 4.2.5; 4.3.13; 4.4.2; 4.4.3; 4.4.4; 4.5.4	4.3.7
3. Insect Nets – To make an insect net and use it to collect samples of insects by sweeping.	n/a	5	4.1.2; 4.1.5; 4.2.5	n/a
4. By Land or Sea – To compare and contrast the types of insects living in different habitats.	2; 7	1	4.2.4; 4.2.5; 4.4.3; 4.4.4	n/a
5. Ant Lion Farm – To make a living collection of one type of insect and observe it closely as it builds its home.	5	n/a	4.2.5; 4.4.3	4.3.7
1. Chew on This! – To learn the four types of insect mouthparts and how they are specialized.	n/a	n/a	4.4.2; 4.4.3	n/a
2. School Yard Survey – To survey the school yard for signs of insect damage and to determine the types of insects that caused the damage.	7	n/a	4.1.5; 4.4.2; 4.4.3	4.3.7
3. Pollinator Puppet Show – To learn the basic process of insect pollination.	7	n/a	4.4.3; 4.4.4	4.3.7
4. The Bartering System – To learn how plants and insects trade services, and to become familiar with the concept of an energy exchange.	n/a	1	4.4.3; 4.4.4	n/a
5. The Lone Bee – To learn about solitary bees and create a bee home for them.	n/a	n/a	4.4.3; 4.4.4	n/a

6. Designer Plants and Insects – To combine previously learned concepts in creating insects and plants that are designed to work together.	4; 5; 6	n/a	4.4.3; 4.4.4	4.3.7
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Indiana Academic Standards • Grade 4 – Insects and Diseases (continued)

Activity	English/ Language Arts	Mathematics	Science	Social Studies
1. Garden Friends and Foes – To learn the difference between beneficial and pest insects, and to learn a few examples of each type.	n/a	n/a	4.4.2; 4.4.3; 4.4.4; 4.4.6	n/a
2. Don't Bug Me! – To identify pest insects of various organisms, and to discover the interrelatedness of all living organisms.	7	n/a	4.4.2; 4.4.3; 4.4.4; 4.4.6	4.3.7
3. Who Goes There? – To learn the basics of Integrated Pest Management (IPM), and to create a classroom IPM charting system.	7	n/a	4.4.2; 4.4.3; 4.4.4; 4.4.6	4.3.7
4. Critter Creations – To learn the four types of beneficial insects and why they are considered beneficial.	5; 7	n/a	n/a	4.3.7
1. Exploratory Fungi – To observe the variety of fungal spores in the air.	5; 6; 7	n/a	4.4.2; 4.4.3; 4.4.4; 4.4.6	4.3.7
2. Yeast Bread – To learn how one fungus – yeast – is used in cooking and what purpose it serves.	7	1; 5	4.4.3; 4.4.4	n/a
3. Lacy Leaves – To observe organic matter (decaying leaves) being decomposed by fungi.	7	n/a	4.1.9; 4.4.2; 4.4.3	4.3.7
4. Likin' those Lichens – To learn about lichens and mutually beneficial relationships.	5; 6; 7	n/a	4.4.3	4.3.7
5. Prescription for Prevention – To learn the components of the disease triangle and the concept of IPM.	7	n/a	4.4.3	4.3.7
6. There's a Fungus Among Us! – To observe and identify fungi that act as pests in the garden.	7	n/a	4.1.5; 4.4.2; 4.4.3	4.3.7

Activity	English/ Language Arts	Mathematics	Science	Social Studies
1. Rooms – To understand that areas within a space serve a special purpose and to define those areas.	7	n/a	n/a	n/a
2. People and Places – To understand that different people use yard space differently.	2; 7	n/a	n/a	n/a
3. Money Trees – To understand that trees help to save energy and money.	7	n/a	4.4.3; 4.4.6	n/a
4. Site Map – To experience an initial step in the landscape design process.	n/a	1; 5	4.1.5; 4.2.4	n/a
1. Nature Wheels – To build a color wheel from items found in nature and understand the relationship of one color to another.	5; 7	n/a	4.1.2	4.3.3
2. Texture Collection – To understand how the design element, “texture,” is used to visually create interest in the landscape.	5; 7	n/a	4.4.3; 4.6.4	n/a
3. Same Sides – To understand balance, an element of design, using symmetrical and asymmetrical visuals.	7	4	4.2.1	n/a
4. Does It Fit? – To demonstrate understanding of proportion, a design element.	n/a	1; 5	4.2.5	n/a
1. Tearing Trees – To learn to identify trees based on their classification and shape.	4; 5; 6	4; 5	4.2.5; 4.2.6; 4.6.3	n/a
2. How Tall is that Tree? – To measure the height of a large tree.	n/a	1; 5	4.1.2; 4.1.5; 4.2.1; 4.2.2; 4.2.4; 4.2.5; 4.6.4	n/a
3. Learning Your ABPs – To understand plant classifications.	7	n/a	4.1.2; 4.6.4	n/a
4. Great Green Grass – Selection of grasses should be based on care and maintenance requirements.	7	n/a	4.1.6; 4.2.5; 4.6.1; 4.6.3; 4.6.4	n/a
1. Arbor Day – Understanding that trees are an important natural resource and ways people celebrate their friend, the tree.	5; 7	n/a	4.4.2; 4.4.3; 4.4.4; 4.4.6	n/a
2. “Do it Right” – To demonstrate through creative dramatics the proper way to plant a tree.	5; 7	n/a	4.6.3	n/a
3. Seed, Sod and Plugs – To become familiar with different methods used in establishing a lawn.	5; 7	n/a	4.4.4	n/a
1. An Inch of Water – To understand lawn mower use, water conservation and money saving through proper use of irrigation systems.	n/a	1; 4; 5	4.1.1; 4.1.2; 4.1.5; 4.1.6; 4.2.4; 4.2.5	n/a
2. Pruning Places – To learn proper pruning techniques and why plants are pruned.	n/a	1	4.6.1	n/a
3. More Mulch, More Moist – To study the effects of mulch on conserving water.	7	1; 5	4.2.1	n/a
4. Queen Bud – To learn the difference between terminal buds and lateral buds and their effects on plants.	7	n/a	4.6.1	n/a

Activity	English/ Language Arts	Mathematics	Science	Social Studies
1. Dr. Fruit – To research origins and relevant information about fruit and nuts.	2; 7	1; 6	4.2.4; 4.2.6; 4.5.4	n/a
2. Linnaeus' World Wide Names – To become aware of the dependence all people have on plants.	5; 7	n/a	4.1.3; 4.1.4; 4.6.4	n/a
3. Botanical Wood Prints – To recreate a historical wood press.	7	n/a	4.1.7; 4.1.8	n/a
4. A Bushel and a Peck – To gain understanding of nontraditional measurements.	2; 7	1; 2; 5; 7	4.1.3; 4.2.1	4.5.1
5. Fruit and Veggie Lab – To learn what a fruit is and to explore the difference between technical definitions and social customs.	2; 7	n/a	4.1.3	n/a
1. Snooty Fruit – To identify various fruits and nuts using sense of smell.	5; 7	n/a	4.1.1	n/a
2. Apple-ing Appearance – To create an instrument to evaluate apples on shape and color, and contrast the results with evaluation based on taste.	2; 6; 7	1	4.1.1	n/a
3. Taste Test – To evaluate fruit based on color, texture, taste and smell.	2; 7	n/a	4.1.1	n/a
4. JMG Jam – To use measurements to create a fruit product.	2; 7	5	n/a	n/a
5. Johnny's Appleslop – To gain understanding of the main parts of a plant and role each perform.	2; 7	5	4.1.4	n/a
1. A Fruit's Life Rhyme – To gain understanding of the life cycle of plants.	7	n/a	n/a	n/a
2. Fruit Frenzy – To become familiar with the way fruits and vegetables develop around seeds.	7	1	4.1.2	n/a
3. The Zones – To identify the appropriate plants for a particular temperature zone.	7	n/a	4.1.2 ; 4.1.3 ; 4.3.4; 4.3.8 ; 4.3.11 ; 4.3.13	4.3.3; 4.3.5; 4.3.10
4. Just Chill – To simulate a winter environment to provide the chilling requirement for an apple seed.	7	2	4.1.2; 4.4.4	n/a
5. Fruit Factory – To use reference material to choose a fruit or nut tree to plant or transplant.	7	n/a	n/a	4.3.3; 4.3.7

Activity	English/ Language Arts	Mathematics	Science	Social Studies
1. Home Sweet Home – To understand the criteria for selecting a good garden site and to select an appropriate garden site based on those criteria.	7	n/a	4.3.8; 4.3.13; 4.4.4	4.3.3; 4.3.7
2. Make Your Pick – To select appropriate crops for planting based on season.	2; 7	n/a	4.1.2; 4.2.6; 4.3.13; 4.4.4	4.3.3; 4.3.7
3. Small and Large – To gain an understanding of space considerations when planting seeds.	n/a	1; 5	4.1.2; 4.1.5; 4.4.4	n/a
4. Rules are Rules – To establish rules for the garden that make it a safer place to learn.	5; 7	n/a	n/a	n/a
5. Schedule It – To establish a schedule where all learners take part in maintaining the watering and weeding of the garden.	n/a	1; 5	4.1.2; 4.4.4	n/a
6. Some Like It Hot – To distinguish between warm-season and cool-season crops.	2	n/a	4.1.2; 4.4.4	4.3.3
1. Cylinder Gardening – To successfully grow vegetables and herbs in containers.	n/a	5	4.1.1; 4.1.2; 4.1.3; 4.1.5; 4.1.6; 4.2.5; 4.2.7	4.3.3; 4.3.7
2. Paper Towel Gardening – To create seed mats and transplant templates that will aid in organizing and laying out the garden.	n/a	1; 5	4.1.2; 4.1.5; 4.1.6; 4.4.5	n/a
3. Tender Transplants – to understand the benefits and practice techniques of transplanting.	7	5	4.4.4	4.3.3
4. Weed Mats – To create a natural form of weed control.	2	n/a	4.2.7; 4.4.4; 4.5.5	4.3.7
5. Season Extenders – To create an environment for plants.	n/a	n/a	4.1.2; 4.4.4	4.3.3
1. Garden to the Table – To determine harvest time of various garden vegetables.	n/a	n/a	4.1.2	n/a
2. Beauty Contest – To rank vegetables based on appearance.	5; 7	n/a	4.1.2; 4.1.3; 4.5.5	n/a
3. Seed Bank – To collect seeds from various fruits and vegetables.	n/a	n/a	4.1.2	n/a
1. The Pyramid – to use the Food Guide Pyramid to plan balanced meals.	n/a	4; 6	4.4.9	n/a
2. Food Safety – To understand and practice food safety rules.	7	n/a	4.4.10	n/a
3. Label Reader – To learn the importance of eating breakfast and how to make healthful food choices by using information from food labels.	2; 3	1; 3; 6	4.4.9; 4.4.10	n/a
4. Veggie Taste Test – To evaluate vegetables based on color, texture, taste and smell.	7	n/a	4.1.1	n/a
5. Junk Food Blues – To understand the values of healthful eating habits by learning a song.	n/a	n/a	n/a	n/a
1. Garden Veggie Casserole – To create a casserole with vegetables from your garden.	n/a	1; 2; 5	4.4.9	n/a
2. Veggie Pizza – To use the Food Guide Pyramid to plan balanced meals.	n/a	1; 5	4.4.9	n/a
3. Party Confetti Salad – To use the Food Guide Pyramid to plan balanced meals.	7	6	4.4.9	n/a
4. Cultural Cooking – To plan, plant, and harvest a theme garden that will grow ingredients for a recipe from different cultures.	n/a	n/a	n/a	n/a
5. Garden Sponges – To grow and harvest a crop of loofa sponges.	n/a	n/a	4.1.2	n/a
1. Touch and Smell – To identify herbs based on the sense of touch and smell.	n/a	n/a	4.1.1	n/a
2. Herbal Vinegar – To make and bottle herbal vinegar.	n/a	n/a	n/a	n/a

3. Herbal Bath Salts – To prepare herbal bath salts wraps.	n/a	5	n/a	n/a
4. Herb Sachets – To create herb sachets from dried herbs.	n/a	5	n/a	n/a

Indiana Academic Standards • Grade 4 – Life Skills and Career Exploration ♣ Chapter 8

Activity	English/ Language Arts	Mathematics	Science	Social Studies
1. Who are You? – To understand the many roles we have in life and to begin to understand that each member is a unique and special person.	5; 6; 7	n/a	n/a	4.5.1; 4.5.2
2. "What Are You Like?" – To help members examine their feelings, self-concepts and values as they make choices.	5; 7	n/a	n/a	n/a
3. Know Your JMG Friends – To recognize positive attributes of fellow students.	7	n/a	n/a	n/a
4. Good JMG'ers Wanted Posters – To confirm each student's uniqueness by taking fingerprints.	7	n/a	4.1.5	n/a
5. How Would You Feel? – To understand that how you treat other people is very important.	7	n/a	n/a	4.5.1
6. Feeling Bee – To recognize that others have some of the same feelings you do in certain situations.	5; 6; 7	n/a	n/a	n/a
1. Where's My Fruit? – To demonstrate the importance of sharing with your friends.	7	n/a	n/a	n/a
2. Let's Build It – To learn the importance of cooperation in a group situation.	5; 6; 7	n/a	n/a	n/a
3. JMG Cooperation Roster - To learn the importance of cooperation in a group situation.	7	n/a	n/a	n/a
4. Musical Chairs with a Twist – To learn the importance of cooperation and sharing in a group.	7	n/a	n/a	n/a
5. Over and Under – To illustrate group cooperation in a competitive situation.	7	n/a	n/a	n/a
6. Cooperation Countdown – To demonstrate the importance of cooperation in a group.	7	n/a	n/a	n/a
1. Garden Shed – To develop listening/communication skills.	7	n/a	n/a	n/a
2. Who's On Our Team? – To identify and practice different modes and methods of communication.	5; 7	n/a	n/a	n/a
3. Can You Follow Me? – To identify and practice different methods of communication.	7	n/a	n/a	n/a
4. Plant a Seed – To demonstrate the importance of clear verbal communication.	5; 6; 7	n/a	n/a	n/a
1. Goal Search – To teach members what a goal is.	5, 7	n/a	n/a	n/a
2. Right On Target – To demonstrate the skills needed for goal setting and to set personal goals.	7	1	n/a	n/a
3. The Class/Club Chronicle – To write appropriate short-term personal goals.	5; 7	n/a	n/a	n/a
4. Watch Me Grow – To discuss the different types of goals: short- and long-term.	7	n/a	n/a	n/a
1. Making A Machine – To teach group cooperation and the importance of each member's role.	7	n/a	4.6.1; 4.6.2	n/a
2. Create A Costume – To simulate creative thinking and to implement the group decision-making process.	7	n/a	n/a	n/a
3. Pass It On – To help group members get to know each other.	5; 6; 7	n/a	n/a	n/a
4. Either/Or – To explain the decision-making process.	7	n/a	4.1.1	n/a

5. Let's Make a Case Out of It – To explain how the decision-making process works in reaching a group decision.	7	n/a	n/a	n/a
6. It's In the Bag – To understand the importance of gathering information for decision making and problem solving.	5; 7	n/a	n/a	n/a

Activity	English/ Language Arts	Mathematics	Science	Social Studies
1. Shared Responsibility – To understand your responsibility to a group and its members.	7	n/a	n/a	n/a
2. Consequences – To understand self-responsibility.	7	n/a	n/a	n/a
3. Touchdown – To set responsibility goals to work toward.	7	1	n/a	n/a
4. Don't Stamp Me – To determine whether stereotypes influence how we act and respond to situations.	7	n/a	n/a	n/a
1. Careers and School – To compare and contrast school and the world of work.	4; 5; 6; 7	n/a	n/a	n/a
2. Career Teams – To analyze various careers in terms of group or individual involvement.	7	n/a	n/a	n/a
3. When I Grow Up – To become aware of the choices to make when choosing a career.	2	n/a	n/a	n/a
4. Dream House – To identify the impact of various careers on the world.	2	n/a	n/a	n/a
5. All For One – To identify careers that operate independently and those that operate as a team.	7	n/a	n/a	n/a

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