

## CURRICULUM CONNECTIONS

This section is for educators who want more specific information regarding the Grade 2 curriculum for each activity in the *Pirates of the Lodestone* crate.

### Grade 2: Table of Knowledge Outcomes

Activity	Unit	SLE-Knowledge Outcomes
Activity 1 - The Floating Raft	Magnetism	SLE 4 – Recognize that magnets have polarity, demonstrate that poles may either repel or attract each other, and state a rule for when poles will repel or attract each other.
Activity 2 - Treasure Island	Magnetism	SLE 1 – Identify where magnets are used in the environment and why they are used.  SLE 5 – Design and produce a device that uses a magnet.
Activity 3 - Find The Key	Magnetism	SLE 6 – Demonstrate that most materials are transparent to the effects of a magnet. A magnetic field will pass through such materials, whereas other materials interact with a magnet.
Activity 4 - In Search of Treasure	Magnetism	SLE 2 – Distinguish materials that are attracted by a magnet from those that are not.  SLE 3 – Recognize that magnets attract materials with iron or steel in them; and given a variety of metallic and non-metallic objects, predict those that will be attracted by a magnet.
Activity 5 - Walk the Plank!	Magnetism	SLE 1 – Identify where magnets are used in the environment and why they are used.
Activity 6 - Trap Captain Repel	Magnetism	SLE 2 – Distinguish materials that are attracted by a magnet from those that are not.  SLE 5 – Design and produce a device that uses a magnet.
Activity 7 - Load the Lodestone	Magnetism	SLE 7 – Compare and measure the strength of magnets.

### Cross-Curricular Connections

This crate has connections to Social Studies and Math curricula. Specific cross curriculum connections are noted in each activity, where applicable.