



# The Correlation of PLATO® Curricula to West Virginia Content Standards and Objectives

## PLATO® Social Studies

November 4, 2008

### Introduction

PLATO Learning Inc. combines PLATO computer-assisted instruction into a flexible integrated learning system to enhance instructional effectiveness in education programs. This document identifies PLATO instructional activities that correlate to the West Virginia Content Standards and Objectives, Social Studies. URL: <http://wvde.state.wv.us/csos/>.

It is recommended that instructors review the correlation in order to fine-tune the activity to fit their educational environment. Modules may be added or removed; Web sites and offline activities may also be incorporated to enhance the learning path.

The following PLATO courseware was used in this correlation report:

**PLATO® Projects for the Real World, Level A -- Buy Me! Buy Me!**  
**PLATO® Projects for the Real World, Level A -- Getting Around**  
**PLATO® Projects for the Real World, Level A -- I Can Make a Difference**  
**PLATO® Projects for the Real World, Level A -- I Love Animals**  
**PLATO® Projects for the Real World, Level A -- Let's Get Organized**  
**PLATO® Projects for the Real World, Level A -- Me**  
**PLATO® Projects for the Real World, Level A -- Messages Without Words**  
**PLATO® Projects for the Real World, Level B -- Fund Raiser**  
**PLATO® Projects for the Real World, Level B -- Gift Giving**  
**PLATO® Projects for the Real World, Level B -- Grow a Garden**  
**PLATO® Projects for the Real World, Level B -- Money**  
**PLATO® Projects for the Real World, Level B -- Pets**  
**PLATO® Projects for the Real World, Level B -- Plants and Seeds**  
**PLATO® Projects for the Real World, Level B -- Working Together**  
**PLATO® Projects for the Real World, Level C -- Fabulous Trees**  
**PLATO® Projects for the Real World, Level C -- Keeping Healthy**  
**PLATO® Projects for the Real World, Level C -- Make a Collection**  
**PLATO® Projects for the Real World, Level C -- Maps**  
**PLATO® Projects for the Real World, Level C -- Neighborhood Animals**  
**PLATO® Projects for the Real World, Level C -- Ways to Communicate**  
**PLATO® Projects for the Real World, Level D -- Body**  
**PLATO® Projects for the Real World, Level D -- Books & More**  
**PLATO® Projects for the Real World, Level D -- Endangered Animals**  
**PLATO® Projects for the Real World, Level D -- Problem Solving**  
**PLATO® Projects for the Real World, Level D -- Smart Shopper**  
**PLATO® Projects for the Real World, Level D -- The World of Insects**

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## Grade Kindergarten

### Standard 1: Citizenship

**SS.O.K.01.01 demonstrate an understanding that a good citizen takes turns and shares, takes responsibility for doing daily chores, cares for personal belongings and shows respect for what belongs to others.**

#### PLATO® Projects for the Real World, Level A -- I Can Make a Difference

##### Make a Better Place

1. Make a Difference in Your School
2. Make a Difference in Your Home
3. Make a Difference Neighborhood
4. Make Suggestions

##### Make a Difference

1. Look at an Exchange Store
3. See David's Reminder Signs
4. People Are Making a Difference

##### To Others

2. Make Difference in Your Family
3. Make a Difference to a Friend
5. Make a Badge

#### PLATO® Projects for the Real World, Level B -- Working Together

##### Work Together

1. Check the Things You Do Well
2. Make Rules to Work Together
3. Signs-Help Kids Work Together
4. All Important People in Groups

**SS.O.K.01.02 identify and illustrate examples of honesty, courage, and patriotism.**

#### PLATO® Projects for the Real World, Level A -- I Can Make a Difference

##### Make a Difference

1. Look at an Exchange Store
3. See David's Reminder Signs
4. People Are Making a Difference

**SS.O.K.01.03 identify, discuss and demonstrate the need for rules and the consequences for breaking rules and how to resolve disagreements peacefully.**

#### PLATO® Projects for the Real World, Level A -- Getting Around

##### Ways to Travel

2. Match Drivers with Their Vehicles

##### Safety Rules

1. Spot the Dangers
2. Learn Safety Rules for Riding
4. Learn Bicycle Safety Rules



**PLATO® Projects for the Real World, Level B -- Working Together  
Work Together**

**2. Make Rules to Work Together**

**SS.O.K.01.04 be given the opportunity to recite the Pledge of Allegiance, sing patriotic songs and celebrate national holidays, and discuss their significance.**

**PLATO® Projects for the Real World, Level B -- Gift Giving  
Give or Get Gifts**

**5. Make Up Reasons to Celebrate**

**6. Make a Book About Celebrations**

**SS.O.K.01.05 give examples and explain why citizens voluntarily contribute their time and talents to the community.**

**PLATO® Projects for the Real World, Level A -- I Can Make a Difference  
Make a Difference**

**1. Look at an Exchange Store**

**3. See David's Reminder Signs**

**4. People Are Making a Difference**

## **Standard 2: Civics/Government**

**SS.O.K.02.01 explain why rules are important and participate in developing rules.**

**PLATO® Projects for the Real World, Level A -- Getting Around  
Ways to Travel**

**2. Match Drivers with Their Vehicles**

**Safety Rules**

**1. Spot the Dangers**

**2. Learn Safety Rules for Riding**

**4. Learn Bicycle Safety Rules**

**PLATO® Projects for the Real World, Level B -- Working Together  
Work Together**

**2. Make Rules to Work Together**

**SS.O.K.02.02 give examples of authority figures in the home, school and community, and recognize their roles in our daily lives.**

**PLATO® Projects for the Real World, Level A -- Let's Get Organized  
Adults Organize**

**1. Ways Teachers Organize**

**5. Tell What School Adults Do**

**SS.O.K.02.03 identify traditional patriotic symbols such as state and national flags and be given the opportunity to participate in patriotic activities such as standing for the National Anthem.**

**PLATO Modules are not available for this learning expectation.**

## **Standard 3: Economics**

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**SS.O.K.03.01 give examples of occupations within the local community.**

**PLATO® Projects for the Real World, Level A -- Getting Around**

**Ways to Travel**

**3. Play "Who Said This?"**

**Service Station**

**1. Visit Jed's Service Station**

**PLATO® Projects for the Real World, Level B -- Money**

**Ways to Earn Money**

**2. Find Job That's Right for You**

**SS.O.K.03.02 discuss the basic needs of people (shelter, food, and clothing) and give examples of each.**

**PLATO® Projects for the Real World, Level A -- Buy Me! Buy Me!**

**Think Before You Buy**

**5. Picture What You Want to Buy**

**Cartoon Character**

**4. Make an "I'll Decide What I Want" Sign**

**SS.O.K.03.03 discuss and give examples of economic concepts: • needs and wants • exchange of money for goods and services • saving for the future**

**PLATO® Projects for the Real World, Level A -- Buy Me! Buy Me!**

**Cartoon Character**

**4. Make an "I'll Decide What I Want" Sign**

**Count, Spend, Save**

**3. See How Much they Saved**

**PLATO® Projects for the Real World, Level B -- Fund Raiser**

**Plan for a Fair**

**3. Plan the Fund-Raiser**

**SS.O.K.03.04 recognize that some goods and services are provided by the government (schools, parks, police and fire departments).**

**PLATO Modules are not available for this learning expectation.**

#### **Standard 4: Geography**

**SS.O.K.04.01 locate bodies of water and land masses using a globe or a map.**

**PLATO Modules are not available for this learning expectation.**

**SS.O.K.04.02 demonstrate knowledge of left/right, up/down, near/far and above/under using locations on a map or picture.**

**PLATO Modules are not available for this learning expectation.**



**SS.O.K.04.03** identify community symbols (e.g., traffic signs, traffic lights, street and highway markers) and map symbols (e.g., legend references to land, water, roads and cities) and explain what each one means.

PLATO Modules are not available for this learning expectation.

**SS.O.K.04.04** compare and contrast the characteristics of weather and human adaptation: • four seasons • types of weather • types of clothing

PLATO Modules are not available for this learning expectation.

**SS.O.K.04.05** compare and contrast characteristics of life in the city (urban) and the country (rural).

PLATO Modules are not available for this learning expectation.

## Standard 5: History

**SS.O.K.05.01** collect data and sequence time, places, people and events as they relate to the student's own life.

PLATO Modules are not available for this learning expectation.

**SS.O.K.05.02** identify sources of information to answer questions.

PLATO® Projects for the Real World, Level A -- Getting Around

Ways to Travel

1. How Would You Travel?
2. Match Drivers with Their Vehicles
5. Go On a Transportation Scavenger Hunt

Safety Rules

2. Learn Safety Rules for Riding
3. Count the Seat Belts
4. Learn Bicycle Safety Rules

Service Station

1. Visit Jed's Service Station

PLATO® Projects for the Real World, Level B -- Gift Giving

Look at Gifts

1. Gifts the Wasatch Kids Gave

**SS.O.K.05.03** research the past through stories of people, heroes, pictures, songs, holidays, customs, traditions and legends and explain the differences in other people, time and cultures.

PLATO Modules are not available for this learning expectation.

**SS.O.K.05.04** identify characteristics of communities, families, and family life.

PLATO® Projects for the Real World, Level A -- I Can Make a Difference To Others

2. Make Difference in Your Family

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## Grade 01

### Standard 1: Citizenship

**SS.O.01.01.01** express opinions and accept opinions of others in solving problems and/or resolving conflicts.

**PLATO® Projects for the Real World, Level A -- I Can Make a Difference**

**Make a Better Place**

1. **Make a Difference in Your School**
2. **Make a Difference in Your Home**
3. **Make a Difference Neighborhood**
4. **Make Suggestions**

**To Others**

2. **Make Difference in Your Family**
5. **Make a Badge**

**PLATO® Projects for the Real World, Level B -- Working Together**

**Work Together**

1. **Check the Things You Do Well**
2. **Make Rules to Work Together**
3. **Signs-Help Kids Work Together**
4. **All Important People in Groups**

**SS.O.01.01.02** illustrate examples of honesty, caring and trustworthiness in the home and at school.

**PLATO® Projects for the Real World, Level A -- I Can Make a Difference**

**Make a Difference**

1. **Look at an Exchange Store**
3. **See David's Reminder Signs**
4. **People Are Making a Difference**

**To Others**

2. **Make Difference in Your Family**

**SS.O.01.01.03** participate in developing classroom rules and discussing the consequences of breaking rules.

**PLATO® Projects for the Real World, Level B -- Working Together**

**Work Together**

2. **Make Rules to Work Together**

**SS.O.01.01.04** demonstrate respect and responsibility for self and others' materials and belongings.

**PLATO® Projects for the Real World, Level A -- I Can Make a Difference**

**Make a Better Place**

1. **Make a Difference in Your School**

**Make a Difference**

1. **Look at an Exchange Store**
3. **See David's Reminder Signs**
4. **People Are Making a Difference**



To Others

5. Make a Badge

**SS.O.01.01.05** given the opportunity to recite the Pledge of Allegiance, participate in patriotic singing and celebrate national holidays and discuss their significance.

PLATO® Projects for the Real World, Level B -- Gift Giving

Give or Get Gifts

5. Make Up Reasons to Celebrate

6. Make a Book About Celebrations

**SS.O.01.01.06** discuss the importance of volunteerism and participate in school/community projects.

PLATO Modules are not available for this learning expectation.

**SS.O.01.01.07** demonstrate and give examples of appropriate behavior in dangerous situations (e.g., fire, poison, traffic, strangers and drugs).

PLATO® Projects for the Real World, Level A -- Getting Around

Safety Rules

5. Make a Safety Poster

PLATO® Projects for the Real World, Level C -- Keeping Healthy

Learn What do in an Emergency

2. Read the Labels

Learn What to do in an Emergency

3. Treat Some Common Problems

4. Practice Quick Thinking

5. Make a First Aid Chart

## Standard 2: Civics/Government

**SS.O.01.02.01** describe, discuss and practice various group roles (e.g., group leader, recorder, reporter, collector) in the classroom.

PLATO Modules are not available for this learning expectation.

**SS.O.01.02.02** identify the three levels of government (local, state and federal).

PLATO Modules are not available for this learning expectation.

**SS.O.01.02.03** identify the President and Governor and other government leaders and describe their roles and explain the need for authority figures.

PLATO® Projects for the Real World, Level A -- Let's Get Organized

Adults Organize

1. Ways Teachers Organize

5. Tell What School Adults Do



**SS.O.01.02.04 explain the difference between rules and laws, establish criteria for determining if a rule or law is fair and identify the consequences for breaking rules.**

**PLATO® Projects for the Real World, Level A -- Getting Around  
Ways to Travel  
2. Match Drivers with Their Vehicles**

**Safety Rules  
1. Spot the Dangers  
2. Learn Safety Rules for Riding  
4. Learn Bicycle Safety Rules**

**PLATO® Projects for the Real World, Level B -- Working Together  
Work Together  
2. Make Rules to Work Together**

### **Standard 3: Economics**

**SS.O.01.03.01 recognize that all people share the same basic needs and choose from among needs and wants and predict the consequences of those choices.**

**PLATO® Projects for the Real World, Level A -- Buy Me! Buy Me!  
Think Before You Buy  
5. Picture What You Want to Buy**

**Cartoon Character  
4. Make an "I'll Decide What I Want" Sign**

**SS.O.01.03.02 demonstrate the exchange of goods and services (using money or other goods and services).**

**PLATO® Projects for the Real World, Level A -- Let's Get Organized  
Organize at School  
1. Organize Classroom Books**

**PLATO® Projects for the Real World, Level A -- I Can Make a Difference  
Make a Difference  
1. Look at an Exchange Store**

**PLATO® Projects for the Real World, Level B -- Money  
Make Fair Trades  
1. Play Fair Trades Game w/ Money  
2. Play Fair Trades Game w/ Toys**

**PLATO® Projects for the Real World, Level C -- Make a Collection  
About Collectors  
3. Play the Fair Trades Game**

**SS.O.01.03.03 recognize the characteristics of occupations in the community.**



**PLATO® Projects for the Real World, Level A -- Getting Around  
Ways to Travel**

**3. Play "Who Said This?"**

**Service Station**

**1. Visit Jed's Service Station**

**PLATO® Projects for the Real World, Level B -- Money**

**Ways to Earn Money**

**2. Find Job That's Right for You**

**Standard 4: Geography**

**SS.O.01.04.01 construct a simple map of a familiar area (such as the school) incorporating cardinal directions and map symbols.**

**PLATO® Projects for the Real World, Level C -- Maps**

**Look at House Maps**

**1. Map a Room**

**2. Map a House**

**4. Make a Fire Escape Plan**

**5. Design a House**

**Look at a School Map**

**2. Make a Playground Map**

**About Map Symbols**

**4. Make a Neighborhood Map**

**Storybook Maps**

**5. Make a Story Map**

**SS.O.01.04.02 locate and identify the following using a globe and world map: • West Virginia • United States • geographic features**

PLATO Modules are not available for this learning expectation.

**SS.O.01.04.03 sequence the seasons of the year, days of the week and months.**

PLATO Modules are not available for this learning expectation.

**SS.O.01.04.04 give examples of basic natural resources.**

**PLATO® Projects for the Real World, Level B -- Grow a Garden**

**Plants We Eat**

**1. Learn Parts of Plants We Eat**

**Enjoy the Harvest**

**2. Cook With Garden Plants**

**PLATO® Projects for the Real World, Level C -- Fabulous Trees**

**Trees are Valuable**

**1. Things We Use Made from Trees**

**2. Make a Tree Salad**

**3. A Poster About People & Trees**



4. A Difference Some Shade Makes
5. A Letter Requesting More Trees

**Tree Celebrations**

4. Plan the Party

**SS.O.01.04.05 recognize and relate how climate/weather affects the way people live (e.g., food, clothing, shelter, recreation).**

PLATO Modules are not available for this learning expectation.

**SS.O.01.04.06 construct and interpret simple maps using cardinal directions, locations, a scale and symbols in a legend.**

**PLATO® Projects for the Real World, Level C -- Maps**

**Look at House Maps**

1. Map a Room
2. Map a House
3. Show How Well You Read a Map
4. Make a Fire Escape Plan
5. Design a House

**Look at a School Map**

2. Make a Playground Map

**About Map Symbols**

4. Make a Neighborhood Map

**Storybook Maps**

5. Make a Story Map

**Standard 5: History**

**SS.O.01.05.01 give examples of ways communities change over time (e.g., landscape, buildings, jobs, population).**

PLATO Modules are not available for this learning expectation.

**SS.O.01.05.02 collect information to contrast family history through two generations (parents, grandparents) and make comparisons to present-day.**

PLATO Modules are not available for this learning expectation.

**SS.O.01.05.03 identify characteristics of the past and contributions of heroic people using sources such as stories, folk tales, pictures, poems, songs, legends, holdings and customs, and organize historical data.**

PLATO Modules are not available for this learning expectation.

**SS.O.01.05.04 investigate cultural differences through celebrations, holidays and family traditions to build empathy and understanding for individuals and groups.**

**PLATO® Projects for the Real World, Level B -- Gift Giving  
Give or Get Gifts**



5. Make Up Reasons to Celebrate
6. Make a Book About Celebrations

**SS.O.01.05.05 compare and contrast different types of families (e.g., single parent, extended, multi-generational).**

PLATO Modules are not available for this learning expectation.

## **Grade 02**

### **Standard 1: Citizenship**

**SS.O.02.01.01 choose and participate in a project of volunteer service.**

PLATO Modules are not available for this learning expectation.

**SS.O.02.01.02 examine examples of honesty, trustworthiness, compassion and empathy in daily life experiences.**

PLATO Modules are not available for this learning expectation.

**SS.O.02.01.03 model the personal responsibilities of good citizenship in the classroom (e.g., responsibility, self-control).**

PLATO Modules are not available for this learning expectation.

**SS.O.02.01.04 be given the opportunity to recite the Pledge of Allegiance and participate in national celebrations.**

**PLATO® Projects for the Real World, Level B -- Gift Giving  
Give or Get Gifts**

5. Make Up Reasons to Celebrate
6. Make a Book About Celebrations

**SS.O.02.01.05 recognize and practice components of conflict resolution within the school community.**

**PLATO® Projects for the Real World, Level D -- Problem Solving  
Let's Make a Deal**

1. Sort Solutions to a Problem
4. Help Some Kids Solve a Problem
5. Solve a Problem with a Friend

**Write a Play**

3. Define the Problem

**How Anger Can Grow**

3. Conflict Can Spread to Others
5. Make Buttons to Promote Peace

**Make a Decision**

3. Different Ways to Make a Decision
4. Make a Decision and Act On It

### **Standard 2: Civics/Government**

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**SS.O.02.02.01 discuss and explain why different levels of government (local, state, federal) are needed.**

PLATO Modules are not available for this learning expectation.

**SS.O.02.02.02 compare and contrast rules and laws.**

PLATO® Projects for the Real World, Level B -- Working Together  
Work Together

2. Make Rules to Work Together

**SS.O.02.02.03 recognize the need for authority figures and describe the characteristics of responsible leaders.**

PLATO Modules are not available for this learning expectation.

**SS.O.02.02.04 assess the importance of laws/rules and justify how and why they can provide order and predictability.**

PLATO® Projects for the Real World, Level B -- Working Together  
Work Together

2. Make Rules to Work Together

### **Standard 3: Economics**

**SS.O.02.03.01 make economic choices and predict the consequences of those choices.**

PLATO® Projects for the Real World, Level C -- Make a Collection  
About Collectors

5. Read & Make Collection Graphs

**SS.O.02.03.02 research various occupations and how job opportunities in the community have changed.**

PLATO® Projects for the Real World, Level B -- Money  
Ways to Earn Money

2. Find Job That's Right for You

**SS.O.02.03.03 examine bartering as an alternative method of securing goods/services and needs/wants and compare to present ways of acquiring goods and services.**

PLATO® Projects for the Real World, Level B -- Money  
Make Fair Trades

2. Play Fair Trades Game w/ Toys

PLATO® Projects for the Real World, Level C -- Make a Collection  
About Collectors

3. Play the Fair Trades Game

**SS.O.02.03.04 compare and contrast the needs of people in different cultures and show how they meet their needs in different ways.**

PLATO Modules are not available for this learning expectation.



**SS.O.02.03.05** explain the role of banks in saving for the future purchase of goods and services.

PLATO Modules are not available for this learning expectation.

**SS.O.02.03.06** construct and interpret a variety of graph, charts, and tables.

PLATO® Projects for the Real World, Level C -- Make a Collection  
About Collectors  
5. Read & Make Collection Graphs

#### **Standard 4: Geography**

**SS.O.02.04.01** locate the United States on a map and recognize West Virginia by the shape and relative location.

PLATO Modules are not available for this learning expectation.

**SS.O.02.04.02** demonstrate knowledge of cardinal directions, a compass rose and map legends on a map.

PLATO Modules are not available for this learning expectation.

**SS.O.02.04.03** recognize major geographic features on a variety of maps and globes (e.g., rivers, lakes, oceans, islands, continents, mountains).

PLATO Modules are not available for this learning expectation.

**SS.O.02.04.04** give examples of basic natural resources and how people use these resources.

PLATO® Projects for the Real World, Level B -- Grow a Garden  
Plants We Eat  
1. Learn Parts of Plants We Eat

Enjoy the Harvest  
2. Cook With Garden Plants

PLATO® Projects for the Real World, Level C -- Fabulous Trees  
Trees are Valuable

1. Things We Use Made from Trees
2. Make a Tree Salad
3. A Poster About People & Trees
4. A Difference Some Shade Makes
5. A Letter Requesting More Trees

A Tree to be "Yours"  
1. Watch the Way Trees Change

Tree Celebrations  
4. Plan the Party

**SS.O.02.04.05** recognize the processes that have caused the major communities in the county and state to change.



**PLATO® Projects for the Real World, Level C -- Fabulous Trees  
Trees are Valuable**

1. Things We Use Made from Trees
2. Make a Tree Salad
3. A Poster About People & Trees
4. A Difference Some Shade Makes
5. A Letter Requesting More Trees

**PLATO® Projects for the Real World, Level D -- Endangered Animals  
Where Animals Live**

4. How People Affect Habitats

**SS.O.02.04.06 choose a map scale to construct class and school maps.**

**PLATO® Projects for the Real World, Level C -- Maps**

**Look at House Maps**

1. Map a Room
2. Map a House
4. Make a Fire Escape Plan
5. Design a House

**Look at a School Map**

2. Make a Playground Map

**About Map Symbols**

4. Make a Neighborhood Map

**Storybook Maps**

5. Make a Story Map

**Standard 5: History**

**SS.O.02.05.01 gather information and data using family artifacts, photos and interviews to compare different life styles and use this information to construct a timeline, chart of graph of family history through three generations.**

PLATO Modules are not available for this learning expectation.

**SS.O.02.05.02 explore the history of the community and give examples of locally significant sites and people.**

PLATO Modules are not available for this learning expectation.

**SS.O.02.05.03 compare and contrast the past contributions of heroic people using sources such as stories, folk tales, pictures, poems, songs, legends, holidays and customs.**

PLATO Modules are not available for this learning expectation.

**SS.O.02.05.04 discuss current events using various media (e.g., student newspaper, television, news broadcasts).**

PLATO Modules are not available for this learning expectation.



**SS.O.02.05.05 read children’s books, stories, legends, myths and folklore and collect data from timelines, charts and graphs to compare and contrast the variety of traditions, languages, structures of families and community life in different cultures, (e.g., Native Americans, early settlers, cultures around the world), and draw conclusions from what they have learned.**

**PLATO Modules are not available for this learning expectation.**