Course Syllabus

Description:

The Elementary Introduction to Technology courses will enable students to develop basic skills in computer science through engaging and age-appropriate content. The courses will expose students, within developmentally appropriate stages, to concepts such as problem solving and algorithms, security/privacy/copyright, computer programming basics and keyboarding skills. Students will learn block based coding in offline environments in kindergarten through 2nd grade and will build upon those skills in online coding environments in grades 2–5. In addition to the computer skills, the Technology suite integrates standards from Social Studies, Health, and Language Arts with topics in each grade about safety and health (online and offline), bullying/cyberbullying, and being a responsible citizen/digital citizen. The upper grades will complete research projects focused on adaptive technology, social media and/or robotics. The research projects require students to evaluate reliable and relevant websites, organize research, receive and implement feedback and produce a final product. Collaboration and communication are also focused on in each grade level as integrated language arts standards and the math practice standards can be found throughout the courses.

Estimated Completion Time: 36 weeks

Major Topics and Concepts:

Digital Decisions Module One

- 01.00 Digital Decisions Module One Pretest
- 01.01 What are your choices?

- 01.02 It's Your Choice
- 01.03 Online And Offline Safety
- 01.04 Your Voice Matters
- 01.05 Ready to play?
- 01.06 Going On A Digital Hunt
- 01.07 Digital Decisions Module One Review And Discussion-Based Assessment
- 01.08 Digital Decisions Module One Assessment

Tech Detective Module Two

- 02.00 Tech Detective Module Two Pretest
- 02.01 Communication
- 02.02 Rules In Our Community
- 02.03 Solving A Problem Using Steps
- 02.04 Algorithms And Sequencing
- 02.05 Now Command This
- 02.06 Tech Detective Module Two Review And Discussion-Based Assessment
- 02.07 Tech Detective Module Two Assessment

Robot Ready Module Three

- 03.00 Robot Ready Module Three Pretest
- 03.01 Beebop's School Of Programming
- 03.02 Following Directions
- 03.03 The Park's Grand Opening
- 03.04 Debug Squeaker
- 03.05 Robot Ready Module Three Review And Discussion-Based Assessment
- 03.06 Robot Ready Module Three Assessment

Problem Solvers Module Four

- 04.00 Problem Solvers Module Four Pretest
- 04.01 Toy World
- 04.02 Movie Time
- 04.03 Lemonade Stand
- 04.04 Problem Solvers Module Four Review And Discussion-Based Assessment
- 04.05 Problem Solvers Module Four Assessment

Course Assessment and Participation Requirements:

To achieve success, students are expected to submit work in each course weekly. Students can learn at their own pace. However, “any pace” still means that students must make progress in the course every week. To measure learning, students complete self-checks, practice lessons, multiple choice questions, projects, discussion-based assessments, and discussions. Students are expected to maintain regular contact with teachers; the minimum requirement is monthly. When teachers, students, and parents work together, students are successful.

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