

Rhodes School Technology Curriculum Map

	Unit 1	Unit 2	Unit 3	Unit 4
KINDERGARTEN	<p>Computer Lab Orientation Lab Rules and Expectations Basic computer Parts Practice using the Mouse; practice clicking and double clicking</p>	<p>Basic computer Parts Finding letters on the keyboard Keyboarding Practice Typing our names on the Keyboard</p>	<p>Using a mouse: dragging, clicking, double clicking, opening files Basic internet access: locating and clicking on Google Chrome.</p>	<p>Introduction to keyboarding Introduction to browsing the internet and accessing websites Discuss personal information</p>
1st GRADE	<p>Computer Lab Orientation Lab Rules and Expectations Parts of a computer review Proper use of the mouse, clicking and double clicking Introduce personal vs. private information online</p>	<p>Identifying basic computer parts Finding letters on the keyboard and typing our names Completing online typing activities</p>	<p>Review using a mouse: dragging, clicking, double clicking, opening files Opening and closing an internet browser Navigating internet websites</p>	<p>Keyboard practice and online activities using Typing Club - Jungle Junior Practice opening up different software applications like KidPix Discuss Digital Footprint</p>
2nd GRADE	<p>Computer Lab Orientation Lab Rules and Expectations Introduction to Google Suite for Education Maintaining a media balance</p>	<p>Understanding parts of the computer Basic online internet search Typing practice using TypingClub</p>	<p>Safety in my online neighborhood (being safe online) How to create and use strong passwords Explain and demonstrate how to open multiple tabs in a browser</p>	<p>Practice creating using Google Docs Explain that Google automatically saves to Google Drive Demonstrate how to name a Google Doc</p>
3rd GRADE	<p>Lab Rules and Expectations Privacy and security Review Google Suite for Education</p>	<p>Manage their personal data to maintain digital privacy and security. Create digital work utilizing the Google Suite for Education</p>	<p>Understand digital friendships Demonstrate how to share a Google Doc with another classmate</p>	<p>Making appropriate and positive media choices Collaborate and complete an activity with another classmate on a Google Doc</p>

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<p>4th GRADE</p>	<p>Lab Rules and Expectations Engage in positive, safe, legal and ethical behavior when using technology.</p>	<p>Discuss cyberbullying and what you can do to stop it Introduction to Google Sites</p>	<p>Students reflect on what it's like to multitask on a phone and consider the benefits of focusing on one task at a time.</p>	<p>Students learn all the ways we consume, create, and share digital media in our daily lives.</p>
<p>5th GRADE</p>	<p>Lab Rules and Expectations Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.</p>	<p>How do you handle online hate speech Select and operate appropriate software and programs to perform a variety of tasks</p>	<p>Demonstrate how to store, copy, search and retrieve Google files Work respectfully and responsibly with others online</p>	<p>Students learn to think carefully before posting and sharing information by comparing their digital footprints</p>
<p>6th GRADE</p> <p><i>Both 6th and 7th follow the same topics as students not only move in, but many times students are pulled from specials having students miss content. This allows for students to gain a full understanding of these topics before STEM in 8th grade</i></p>	<p>Weeks 1-2 Microsoft Word</p> <p>Create and name a document which then includes: Write, edit, format, style and format different documents by going through different tools each day to make sure everyone sees firsthand what can be changed.</p>	<p>Weeks 3-4 Microsoft Excel</p> <p>Enter data into a spreadsheet and understand the grid system. This will also include graphing and changing different tools. In addition, data will be entered by students so they can gain experience in creating formulas and learn some basic ways to automate data to produce totals and balances, along with using filters to pull data back out.</p>	<p>Weeks 5-9 Microsoft Powerpoint</p> <p>Based on time, between 2 to 3 different presentations will be developed so students can learn the importance of creating presentations that both keep the audience engaged, but also are easy to see and also fun. Some of the tools shown will be backgrounds, adding texts and bullet lists, pictures, shapes, colors and of course animation. All students will present their projects as both a sharing experience, but also a learning time for what went well and what did not. Each presentation will be 10 slides in length.</p>	<p>Typing Speed</p> <p>One note, as with all technology based courses, not everyone completes at the same speed so time is always adjusted to meet everyone's needs. I do not play computer games. If a student finishes the assignment, the standard policy will ALWAYS BE, they are to go to Type racer and put in the time we all need and typing speed and skills are essential.</p>
<p>7th GRADE</p>	<p>Weeks 1-2 Microsoft Word</p>	<p>Weeks 3-4 Microsoft Excel</p>	<p>Weeks 5-9 Microsoft Powerpoint</p>	<p>Typing Speed</p>

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<p>8th GRADE</p>	<p>Students are introduced to the App Inventor environment. Students make a simple app with their own image and voice recording. Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.</p>	<p>Students build upon what they learned in previous app designs to create their own interface for an app. Discuss real-world cybersecurity problems and how personal information can be protected.</p>	<p>Students learn how to animate objects in MIT App Inventor on the screen and control movement through user interaction. Reading news online and finding credible information.</p>	<p>Students design a new app showcasing the skills they learned during the course. Students learn the design process, provide feedback, and learn from others' feedback to build a viable product.</p>