

Curriculum

K-2 Technology Literacy
3-5 Technology Literacy

Computer Applications Gr. 6



Timeline

- Spring 2015
 - Reviewed the New Technology Standards
 - Creation of K-5 Skill and Activity Chart
- Summer 2015
 - Revision of Curricula
- Fall 2015
 - Implementation
 - Curriculum Councils
 - Creation of Rubrics
 - Research of Resources



Curricular Improvements

- Implementation of the new Standards
 - NJ Core Curriculum Content Standards 8.1 & 8.2

TECH K-2	TECH 3-5	COMP APP 6
8.1.2.A.1, A.2, A.3, A.4	8.1.5.A.1, A.2, A.4	8.1.8.A.1, A.2, A.3, A.4
8.1.2.B.1	8.1.5.B.1	8.1.8.B.1
8.1.2.C.1	.C.1 8.1.5.C.1	
8.1.2.D.1	8.1.5.D.1, D.3, D.4	8.1.8.D.1
8.1.2.E.1		8.1.8.E.1
	8.1.5.F.1	
8.2.2.E.1, E.2, E.5	8.2.5.E.1, E.2, E.3, E.4	8.2.8.E.1, E.2, E.3, E.4



Curricular Improvements

Career Ready Practices

TECH K-2, TECH 3-5, COMP APP 6

CRP 2

CRP 11

- NJ Core Curriculum Content Standard 9.1 in only

COMP APP 6

9.2.8.B.7



Units of Study K-2

Unit		Activity	
1.	Technology Operations & Concepts	1.	"All About Me" Sentences
2.	Creativity & Innovation	2.	Digital Alphabet Book Wordle Create a Digital Character
3.	Communication & Collaboration	3.	Pen Pal Virtual Tour/Field Trip
4.	Digital Citizenship	4.	Search for Pictures & Site Author
5.	Research & Information Fluency	5.	Research on a Topic
6.	Computational Thinking: Programming	6.	Hour of Code



Units of Study 3-5

Unit	Activity	
1. Technology Operations & Concepts	 Wordle Create Brochure Conduct & Graph "Favorites" Survey "Character Trait of the Month" Essays 	
2. Creativity & Innovation	2. Digital Story on an Issue for Children	
3. Communication & Collaboration	3. Family Tradition Slideshow Blogging	
4. Digital Citizenship	 Cyber Safety Digital Book to teach younger students 	
Critical Thinking, Problem Solving, & Decision Making	5. Survey Research Issue	
6. Computational Thinking: Programming	6. Hour of Code	



Units of Study CA 6

Unit		Activity	
1.	Introduction to File Management in a Network Environment	1.	Create Files & Folders
2.	Word Processing Applications	2.	App Review
3.	Spreadsheets	3.	M&M Activity
4.	Presentation Applications	4.	Olympic Games Presentation
5.	Introduction to Computer Logic & Programming	5.	Hour of Code Build a Character



Materials

- Microsoft Products Excel, Word, PowerPoint
- Google Apps for Education
- Brainpop
- Pages
- Story Jumper
- GoAnimate
- Glogster

- Typing Instructor
- Study Island
- Learning A-Z
- TrueFlix
- Websites
 - https://hourofcode.com/us
 - www.wordle.net/create
 - http://www.qrstuff.com

^{*}No materials were needed to be purchased with the update to the curriculums. In district and free resources are being utilized to integrate technology into the classrooms.



Implementation

- Technology Curriculum Council
 - Create Rubrics
 - Expand on the Activity Chart
 - Research Lessons

- Professional Development
 - Technology Folder
 - Binder
 - Instructional Sheets
 - Ideas
 - Tech Forums during the 15-16
 School Year
 - Professional Development Sessions
 - Tech Tips on Website