

GRADE 2 INFORMATION TECHNOLOGY FRAMEWORK

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OVERVIEW:

Technology is an integral part of the Second Grade Curriculum. Students use an on-screen robot simulator software to program a simple solution to a given task. Programs created with the simulator software are tested with the floor robot (Probot), making necessary adjustments using the numerical pad. Students build Lego models and use the computer to program them. Basic operations and concepts are covered during class time.

EXPECTATIONS:

The student will be able to:

Play a classroom guided activity.

Attempt to follow given instructions.

Interact with peers to play group activities and develop problem-solving, critical-thinking and decision-making skills.

Explore floor robot movements in a simple path using right angles.

CODING COMMANDS USED:

CS (Clear)
 FD (Forward)
 LT (Left)
 RT (Right)
 Go

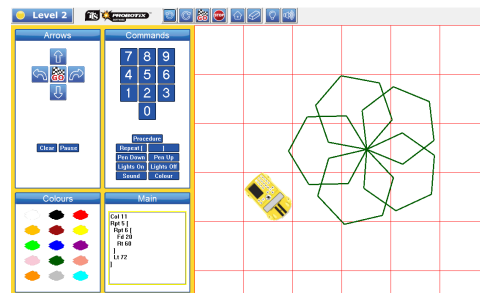
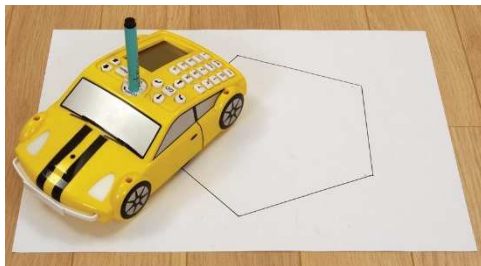


ACTIVITIES:

Digital Numbers & Letters
Simples Shapes (Squares, Rectangles)
Custom Shapes with right angles
Mazes
Lego WeDo

RESOURCES:

Probots & Probotix (Probot simulator)



Lego Models & WeDo Software



PERFORMANCE INDICATORS:

CRITICAL THINKING, PROBLEM SOLVING & DECISION MAKING

Uses on-screen robot simulator software to program a simple solution to a given task (e.g. finding paths, drawing simple shapes). DOK 2 E

Test a program created with the simulator in the floor robot and make necessary adjustments by using the numerical pad. DOK 2

Build a LEGO model and program it by using a computer. DOK 2