CAISL
Carlucci American International School of Lisbon

GRADE 5 INFORMATION TECHNOLOGY FRAMEWORK

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OVERVIEW:

Technology is an integral part of the Fifth Grade Curriculum. Students learn high level description of the different parts of the input-output-storage-process model of a computer. Using the Terrapin Logo Programming Language, students use variables and coordinate systems to draw, and develop simple games. Basic operations and concepts are covered during class time.

EXPECTATIONS:

The student will be able to:

Interact with peers to play group activities and develop problem-solving, critical-thinking, and decision-making skills.
Write code for programming tasks to construct polygons, circles, simple figures and patterns.
Use the concept of procedure and sub-procedures.
Use the coordinate systems to draw and build simple games.

CODING COMMANDS USED:

FD (Forward)	CS (Clear Screen)
BK (Back)	CT (Clear Text)
LT (Left)	PU (Penup)
RT (Right)	PD (Pendown)
Go	PE (Penerase)
TO …END (Procedure)	HOME
Repeat […]	SETPC (Setpencolor)

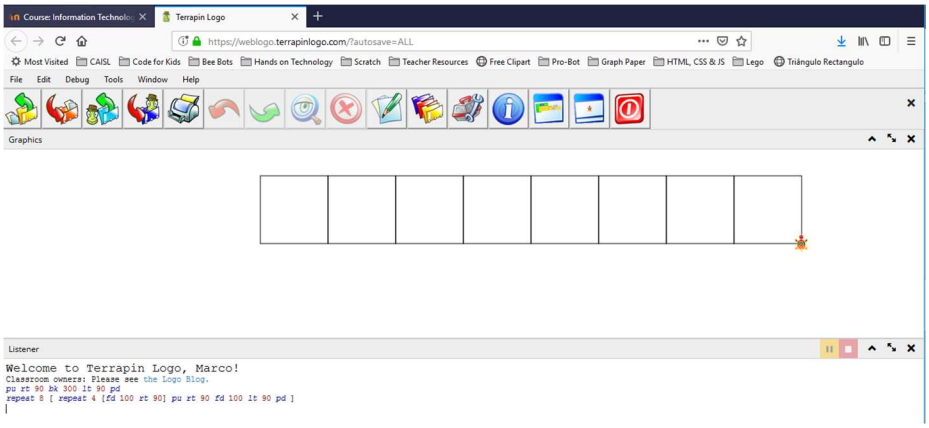
SETX and SETY FILL

ACTIVITIES:

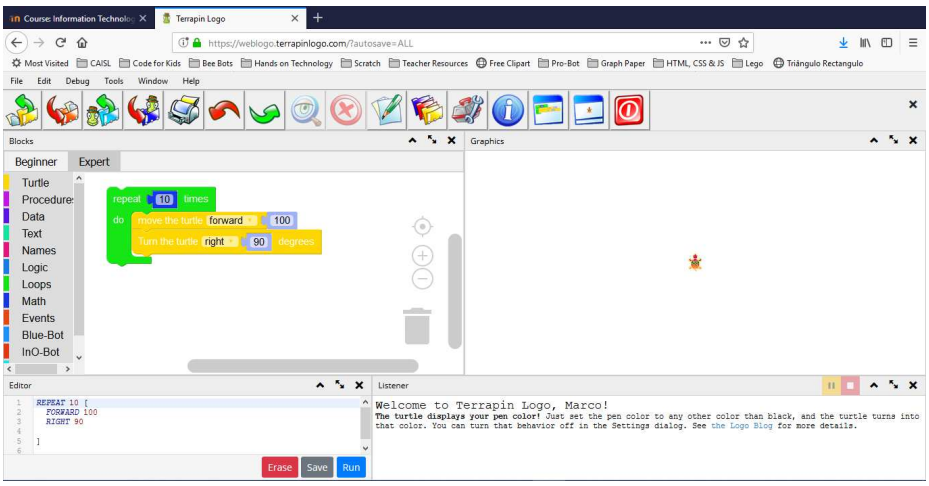
Weblogo Worksheets –Simple & Custom Shapes, Regular Polygons, Patterns, Figures with Polygons, Circles, Color Wheel, Christmas Tree, House, Shapes of Multiple Sizes, Classroom Entrance, Castle,Tic-Tac-Toe Game.

RESOURCES:

Weblogo (without blocks)



Weblogo (using blocks)



PERFORMANCE INDICATORS:

CRITICAL THINKING, PROBLEM SOLVING & DECISION MAKING

Design with circles. DOK 2

Use variables to design shapes of multiple sizes. DOK 3

Develop a game using Terrapin Logo Language. DOK 3

Using a block programming language, builds multimedia scripts with sound and pictures. DOK 2