

EC3 INFORMATION TECHNOLOGY FRAMEWORK

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OVERVIEW:

Students acquire the age-appropriate technology and media skills while making strong connections, usually linked to units of study in the homeroom class. Utilizing the Bee-Bot, a programmable toy, they use directional commands to move the Bee-Bot in a simple path.

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 to practice counting, sequencing, estimation, problem-solving.

CODING COMMANDS INTRODUCED:

Clear

Forward

Left

Right

Go



INTEGRATION ACTIVITIES:

Shapes, Colors and Size
Alphabet Sound Letters
Numbers 1-10
Curriculum Themes



RESOURCES:

Bee-Bots
Mats & Activities

PERFORMANCE INDICATORS:

LEARNING TO LEARN

Use directional commands to move the bee bot in a simple path. DOK 1

Use technology as a learning tool to process the learning of new concepts or express understanding of new discoveries. DOK 1