CAISL
Carlucci American International School of Lisbon

EC5 INFORMATION TECHNOLOGY FRAMEWORK

CONTENTS

OVERVIEW:

Students acquire the age-appropriate technology and media skills while making strong connections, usually linked to units of study in the homeroom class. Students use the Cubetto, a programmable toy, to develop algorithmic thinking while planning the shortest journey and using directional commands move the Cubetto to routes where more than one path is available to use. Students also use drawing/painting tools to illustrate thoughts, ideas and stories. Basic operations and concepts are covered during class time.

EXPECTATIONS:

The student will able to:

Turn a floor robot ON and OFF.
Follow given instructions.
Interact with peers to play group activities and develop problem-solving, critical-thinking, and decision-making skills.
Moves the floor robot using a control board to complete tasks.
Explore floor robot movements in a path to practice counting, sequencing, estimation, problem-solving.
Understand how to measure distance.
Compare distances.
Create a simple illustration.

CODING COMMANDS INTRODUCED:

Clear
Forward
Left
Right
Sequence
Go

INTEGRATION ACTIVITIES:

Shapes
Measurement
Counting 1 - 100
Curriculum Themes

RESOURCES:

Cubetto

Maps and Books:

Book 1 - Cubetto's First Day
Book 2 - Cubetto Gets Lost
Book 3 - Cubetto's Class Trip
Book 4 - Cubetto's Deep Dive
Book 5 - Cubetto Leaves Earth

PERFORMANCE INDICATORS:

LEARNING TO LEARN

Develop algorithmic thinking when planning the shortest journey using a programmable toy. DOK 2

Use directional commands to move the Cubetto to routes where more than one path is available to use. DOK 1

Use drawing/painting tools to illustrate thoughts, ideas, and stories. DOK 2