6th Grade Computer
2019-2020
Clare Nesfield

Scope

- This course is offered three times every two week cycle for the entire year. It is designed to acquaint 6th graders with the use of the computer as a viable and creative tool. By working with all the students weekly, this will allow me to assist them in their academic classrooms, where they are practicing new or previously taught skills.

Learning Objectives

- By providing them with weekly hands-on computer lessons, students will:
    - Become familiar with technology related vocabulary
    - Gain a working knowledge of Google Suite for Education:
        - drive / email / docs / sheets / slides / maps / drawing
    - Introduction to coding using graphics-based open source program called Scratch
        - Conditional statements (if, if/else, when touching sprites, x or y location)
        - Loops (forever, repeat, repeat until)
        - Create variables (score, timer)

Homework

- .**Keyboarding skills will be developed and sustained mainly by practicing at home**. Students should attempt to practice keyboarding for 20 minutes three times a week using their chromebook. We would like to have them type 20 wpm with 85% accuracy by the end of sixth grade, however, accuracy is stressed more than speed. Click here for the link to TypingPal.com

Method of Assessment

- Students will demonstrate proficiency of specific skills by working independently on computer or collaboratively with a partner

Grading

- Students will be rewarded primarily for maintaining a high level of effort and demonstrating a positive attitude as they pursue increasing levels of interaction with the computer
- Keyboarding will be assessed periodically throughout the year. Touch typing is typing without using the sense of sight to find the keys. Specifically, they will start to know their location on the keyboard through muscle memory. Speed is **not** stressed.