



# FIRST GRADE TECHNOLOGY / COMPUTER SCIENCE

## TECHNOLOGY

### *Creation*

- Students will explore digital tools and use technology to create original works.

### *Consumption*

- Students will explore and show responsible use of technology.

### *Keyboarding*

- Students will demonstrate pre-keyboarding skills.

## COMPUTER SCIENCE

### *Computing Systems*

- Explore the functions of common hardware and software components.

### *Network and Internet*

- Create patterns to communicate a message.
- Demonstrate how to log out of accounts and devices.

### *Data*

- Collect data in charts and graphs to make predictions (e.g.; tally marks, bar charts, pie charts, pictographs, etc.).

### *Algorithms*

- Deconstruct algorithms and list the steps in a sequence of tasks and sub-tasks.
- Create programs with sequences of commands and simple loops to express ideas or address a problem.

### *Impacts of Computing*

- Demonstrate digital citizenship through appropriate social behavior and safe practices.
- Compare how people lived and worked before and after the adoption of new computing technologies.

