



SIXTH GRADE TECHNOLOGY / COMPUTER SCIENCE

TECHNOLOGY

Creation

- Students demonstrate a sound understanding of technology concepts and use creative thinking and collaboration to produce innovative products.

Consumption

- Students use critical thinking skills to gather and evaluate information, complete assignments, solve problems, and make informed decisions using digital tools and resources appropriately.

Keyboarding

- Students will demonstrate correct keyboarding technique while increasing speed and maintaining accuracy as a minimum of 27 words per minute.

COMPUTER SCIENCE

Computing Systems

- Design simple projects that combine hardware and software components to collect and communicate information.

Network and Internet

- Explain potential security threats and security measures to mitigate threats.
- Model the role of protocols in transmitting data across networks and the Internet.

Data

- Represent and transform data in multiple ways using computational models and tools.

Algorithms

- Design and iteratively develop programs that combine control structures and use compound conditions.
- Create clearly named variables that store data, and perform operations on their contents.

Impacts of Computing

- Demonstrate digital citizenship through appropriate social behavior and safe practices.

