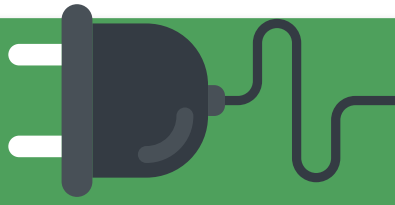
Jackson Magnet
STEM Dual Language Academy

Technology Curriculum

K

By the end of Kindergarten, students will be able to:

- Use the trackpad/mouse to move around. Rudimentary keyboarding skills.
- Login to lab desktops & chromebooks, open a browser.
- Navigate web-based academic support programs.
- Identify safe practices on the Internet: digital citizenship **(Common Sense Education).**
- Identify key components in multi-media presentations & spreadsheets.*
- Collaborate with teachers and parents in research.



1 GRADE

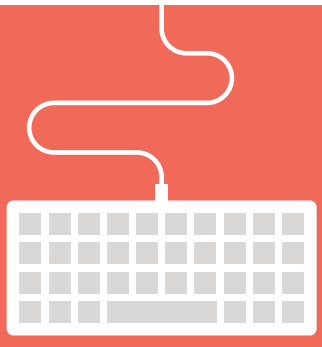
By the end of first grade, students will be able to:

- Engage in basic keyboarding (key location, capitalization, punctuation, necessary special characters, etc.).
- Create a document using Microsoft Word or Google Docs.
- Engage in basic coding** (Code.org).
- Describe safe practices on the Internet: **Common Sense Education**.
- Identify key components in multi-media presentations & spreadsheets.*
- Collaborate with teachers and parents in research.

2 GRADE

By the end of 2nd grade, students will be able to:

- Keyboard with increasing accuracy and speed.
- Use editing toolbars in documents for refinement of work.
- Create basic spreadsheets to transfer data collected in math or science.
- Develop basic slide presentation skills to present a group project.
- Engage in basic coding to describe the process as a series of steps. (code.org)
- Engage in digital citizenship curriculum from **Common Sense Education.**
- Explore online resources using webquests.



The skill is to be introduced in the grade level indicated and will be reinforced and developed as the student progresses through the program.

**Spreadsheets include charts, tables, graphs.*

***Coding is defined as a process of transforming discrete pieces of data into a set of data that solves a specific problem, whether electronically or physically.*

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3 GRADE

By the end of 3rd grade, students will be able to:

- Keyboard with proper finger placement and accuracy (15 WPM).
- Revise collaborative documents using editing tools.
- Create and edit spreadsheets to analyze data.
- Create and edit a slide presentation in multiple platforms.
- Relate coding to the Engineering Design Process to create a digital solution to a problem.
- Engage in digital citizenship curriculum from **Common Sense Education.**
- Use designated websites to research topics of inquiry.

4 GRADE

By the end of 4th grade, students will be able to:

- Keyboard with continuing accuracy (20 WPM).
- Integrate use of Google Apps for collaborative work (shared documents, spreadsheets, presentations, forms).
- Create, edit, and analyze spreadsheets with rudimentary formulas.
- Transfer digital work between platforms (e.g. Google Slides to PowerPoint).
- Create and build animated projects using coding software.
- Engage in digital citizenship curriculum from **Common Sense Education.**
- Conduct academic online searches to explore content.

5 GRADE

By the end of 5th grade, students will be able to:

- Keyboard with precision and proper finger placement (25 WPM).
- Create and build 3D models (Tinkercad).
- Integrate use of multiple platforms (text, graphics, spreadsheets, video, audio, animation) into collaborative projects.
- When researching online, cite digital sources and identify the significance of plagiarism.
- Engage in digital citizenship curriculum from **Common Sense Education.**

The skill is to be introduced in the grade level indicated and will be reinforced and developed as the student progresses through the program.

**Spreadsheets include charts, tables, graphs.*

***Coding is defined as a process of transforming discrete pieces of data into a set of data that solves a specific problem, whether electronically or physically.*