Computer Science In The Classroom

Asynchronous Professional Development

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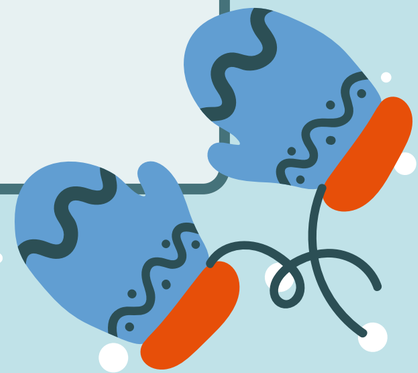
Goals and Instructions

- To explore why NYS has created Computer Science and Digital Fluency Standards

- To explore which standards/skills are already being implemented beyond the computer science special. You are a very important part of student success and are already practicing many of their skills!

- To determine what technology support staff want as they teach 21st Century Learners

Please take an hour to work through and explore the resources in this PD. You can turn in a claim form for one hour to Karen.





Computer Science and Digital Fluency

Before we dive in, let’s do a check-in. What do you already know about the Computer Science and Digital Fluency Standards (CSDF for short)?

Why do you think they’re important?

Click on the hat to add a sticky note to our collaborative board.

CSDF Standards

From the NYS CSDF Standards Document

For New York State students to lead productive and successful lives upon graduation, they must understand and know how to use digital technologies. Technology knowledge and skills are vital for full participation in 21st Century life, work, and citizenship.

Work on the standards began in 2018 and expectations for schools is that that are being fully implemented by 2024. NRWE is implementing the standards with a computer science special area class, but as you work through this PD, you'll find many standards are also being covered in the classroom.


New York State Computer Science & Digital Fluency Learning Standards - OVERVI...
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NEW YORK STATE
COMPUTER SCIENCE
AND
DIGITAL FLUENCY
STANDARDS
VIDEO #1
OVERVIEW
Your Educational Partner of Choice
BOCES 2
Watch on YouTube

Time to Explore

Use the rest of your hour to explore the resources on the following slides. Save about 10 minutes at the end to complete your reflection.

The resources include a mix of things you can read and watch. The documents to read include examples of how the standards can be implemented across all subject areas. The resources also include links to projects that are part of the Smart Start Grant. Several NRW teachers have participated in the grant and practiced computer science in their classroom.

Watch


Computational Thinking | NYS Computer Science & Digital Fluency Standards
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COMPUTATIONAL THINKING
NEW YORK STATE COMPUTER SCIENCE & DIGITAL FLUENCY STANDARDS
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Digital Literacy | NYS Computer Science & Digital Fluency Standards
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DIGITAL LITERACY
NEW YORK STATE COMPUTER SCIENCE & DIGITAL FLUENCY STANDARDS
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Networks and System Design | NYS Computer Science & Digital Fluency Standards
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NETWORK & SYSTEM DESIGN
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Cybersecurity | NYS Computer Science & Digital Fluency Standards
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Impacts of Computing | New York State Computer Science & Digital Fluency Stan...
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IMPACTS OF COMPUTING
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Read

K-2 Standards with Implementation Examples/Connections to the Subject Areas

4-6 Standards with Implementation Examples/Connections to the Subject Areas

2-3 Standards with Implementation Examples/Connections to the Subject Areas

Smart Start Grant Computer Science Digital Fluency Examples (featuring NRW teachers)

Year 1 Year 2 Year 3

Other

Games- Any game you play helps practice CSDF skills!

Digital Citizenship Videos K-2 (they are short!)

CSforNY resources

Digital Citizenship Videos 3-5 (they are short!)

Thank you!

Please click on the hat to revisit the padlet and share what you've learned and what technology support you want! An example could be: go guardian, a digital citizenship choice board, apps in classlink, etc.

In order to receive credit for the PD, please complete the "What you learned" section of the padlet. Turn in a claim form for 1 hour to Karen!

Our 21st Century Students are becoming more comfortable and more interested in today's technology. Computer Science cannot and will not be successful without your continued partnership. Thank you for all you are doing in your classroom to support their tech needs!

