

Grade 5: Computer Fundamentals

ESTABLISHED GOALS:		
<u>Competencies:</u> - Students will demonstrate the ability to access digital tools by using hardware and navigating software. - Students will demonstrate the ability to progressively increase typing accuracy and speed by learning the keyboard layout and utilizing proper keyboard form. - Students will demonstrate the ability to create documents in order to effectively communicate ideas. <u>Content Standards:</u> - ISTE.1.CI. Demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. - ISTE.2.CC. Use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. - ISTE.3.RIF. Apply digital tools to gather, evaluate, and use information. - ISTE.4.CT. Use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. - ISTE.5.DC. Understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. - ISTE.6.TOC. Demonstrate a sound understanding of technology concepts, systems, and operations.	Transfer	
	Students will be able to independently use their learning to create, learn, and problem-solve using technology.	
	Meaning	
	ENDURING UNDERSTANDINGS Students will understand that... - a computer is an advanced electronic device that takes raw data as input from the user and processes these data under the control of set of instructions (called a program) and gives the result (output) and saves output for the future use. - a computer has four functions: accepts data (input), processes data (processing) , produces output (output), and stores results	ESSENTIAL QUESTIONS Is efficiency the goal of technology?
	Acquisition	
	Students will know... - that most consumer technology hardware and software products have similar basic operation features. - that technology hardware peripherals connect to a computer through software for media input (scanners, digital probes, digital cameras, and video projectors) or output (monitors and printers). - the parts of a computer and what they do. <u>vocabulary:</u> CPU, application, hardware, software, basic operations, peripherals, multi-media, output, input, trouble-shooting, split screen, interconnect	Students will be skilled at... - using save, locate, and open files and folders. - navigating windows. - using a variety of saving choices (local/drive). - using the power button on the monitor. - logging into and out of programs and websites. - logging onto the schools gapps account. - using basic troubleshooting strategies for minor hardware and software issues. - working between programs. - splitting the screen to view multiple programs. - selecting the correct program for a task.

<i>Content Area Literacy Standards</i>	<i>21st Century Skills</i>
• NOT APPLICABLE	• reason effectively • make judgments and decisions • solve problems

<i>Evaluative Criteria</i>	<i>Assessment Evidence</i>
	PERFORMANCE TASK(S):
	OTHER EVIDENCE:

<i>Summary of Key Learning Events and Instruction</i>		
<i>Science Integration</i>	<i>College, Career, and Civic Life Integration</i>	<i>Technology Integration</i>
<i>District Materials</i>	<i>Distance Learning/Field Trips</i>	<i>Technology Resources</i>