

Grade 4: Computer Fundamentals

ESTABLISHED GOALS:

Competencies:

- *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.*

Content Standards:

- 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...

- software should be selected to serve the needs of the user.
- there is overlap in software functionality.
- there is some overlap in input devices (voice/keyboard/mouse commands).

ESSENTIAL QUESTIONS

- Does technology improve learning?

Acquisition

Students will know...

- that they can use tabs and the task bar to navigate between windows.
- that files can be moved within network and cloud drives.
- that folders and subfolders can be created within drives to create structures of organization.
- that browser bookmarks are useful for organizing and quickly accessing frequently visited websites.
- that software should be selected based on the nature of the task that needs to be completed.

vocabulary: CPU, software, hardware, technology, application, activate, search, home row, finger placement

Students will be skilled at...

- using save, locate, and open files and folders.
- logging onto, logging off, and shutting down programs and websites.
- using the keyboard to access program functions.
- minimizing and maximizing to work between programs.
- locating and using correct finger/hand for shift, enter, backspace and spacebar keys.
- navigating windows.
- logging on and off responsibly.
- using correct finger placement on the keyboard.
- logging onto the schools gapps account.
- using basic troubleshooting strategies for minor hardware and software issues.
- choosing software appropriate for the task.

<i>Content Area Literacy Standards</i>	<i>21st Century Skills</i>
• NOT APPLICABLE	● <i>apply technology effectively</i> ● <i>be responsible to others</i> ● <i>be productive and accountable</i> ● <i>solve problems</i>

<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>