

Computer Concepts 2 Unit 2: Technology's Use of Information

Stage 1 Desired Results		
ESTABLISHED GOALS: <u>Competencies</u> - Students will demonstrate the ability to compare and discuss the effects of computing on society in order to improve current technology practices. - Students will demonstrate the ability to design or improve software in order to respond to events. - Students will demonstrate the ability to discuss and apply techniques for handling data in order to acquire information efficiently. - Students will demonstrate the ability to analyze and summarize text and integrate knowledge to make meaning of discipline-specific materials. - Students will demonstrate the ability to produce coherent and supported writing in order to communicate effectively for a range of discipline-specific tasks, purposes, and audiences. - Students will demonstrate the ability to speak purposefully and effectively by strategically making decisions about content, language use, and discourse style. <u>Content Standards:</u> CSTA, Computer Science Teachers Standards <u>CSTA 3A-I-7-24:</u> Discuss implications of the collection and large-scale analysis of information about individuals (e.g., how businesses, social media, and government collect and use personal data). Impacts of Computing Communicating about Computing I <u>CSTA 3A-D-3-20:</u> Discuss techniques used to store, process, and retrieve different amounts of information (e.g., files, databases, data warehouses). <u>CSTA 3A-D-3-21:</u> Apply basic techniques for locating and collecting small- and large-scale data sets (e.g., creating and distributing user surveys, accessing real-world data sets). <u>CSTA 3A-C-5-14:</u> Create, extend, or modify existing programs to add new features and behaviors using different forms of inputs and outputs (e.g. inputs such as sensors, mouse clicks, data sets; outputs such as text, graphics, sounds.)	Transfer	
	<i>Students will be able to independently use their learning to be aware of their digital footprint.</i>	
	Meaning	
	ENDURING UNDERSTANDINGS <i>Students will understand that...</i> - well written software is helpful to our lives. - storing and using data helps us retain our history.	ESSENTIAL QUESTIONS What type of information about you is available for the world to see?
	Acquisition	
	<i>Students will know...</i> - that technology has both positive and negative impacts on society. - the positive and negative impacts of innovation. - that technology can collect information without our knowledge. - that computers can collect and use various types of information to solve problems. - that different types of information must be used in dissimilar ways. <u>vocabulary:</u> access, compatibility, data base, data set, data warehouse, social media, storage, retrieval	<i>Students will be skilled at...</i> - describing the collection of and usage of personal information. - compare and contrast styles of information storage. - identify techniques for finding and collecting information. - creating software to solve problems.

Content Area Literacy Standards	21st Century Skills
RST.11-12.3 Follow precisely a complex multistep procedure when carrying out experiments, taking measurements, or performing technical tasks; analyze the specific results based on explanations in the text RST.11-12.4 Determine the meaning of symbols, key terms, and other domain-specific words and phrases as they are used in a specific scientific or technical context relevant to <i>grades 11-12 texts and topics</i>. WHST.9-10.4 Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. WHST.11-12.2 Write informative/explanatory texts, including the narration of historical events, scientific procedures/experiments, or technical processes.	● <i>Solve Problems</i> ● <i>Think Creatively</i> ● <i>Manage Goals and Time</i>

Stage 2 - Evidence	
Evaluative Criteria	Assessment Evidence
	PERFORMANCE TASK(S):
	OTHER EVIDENCE:

Stage 3 – Learning Plan	
<i>Summary of Key Learning Events and Instruction</i>	
Language Arts Integration	Mathematics Integration
● 1.OA.1 Use	● 1.OA.1 Use
Technology Integration	District Materials
● 1.OA.1 Use	

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