Computer Science

	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Unit 7	Unit 8	Unit 9
	Unit 1: Digital Information Objectives:	Unit 2: The Internet	Unit 3: Intro to App Design	Unit 4: Variables, Conditionals & Functions	Unit 5: Data	Unit 6: Lists, Loops & Traversals	Unit 7: Parameters, Returns & Libraries	Unit 9: Cybersecurity & Global Impacts	Unit 9: Digital Citizenship
	end(8/14)	8 days (end 8/25)	7 days (end 9/3)	18 days (end 9/30)	18 days (end 10/2)	14 days (end 11/13)	3 days (end 11/17)	10 days (end 12/2)	12 days (end 12/18)
Objective(s) / Essential Question(s)	Unit 1: Digital Information Objectives: Explain binary, represent text/images, evaluate compression. EQ: How is information represented digitally?	Unit 2: The Internet Objectives: Explain how the Internet works and evaluate cybersecurity. EQ: How does the Internet reliably move information?	Objectives: Design event-driven apps with user input. EQ: How do people interact with programs?	Objectives: Build programs using variables, conditionals, and functions. EQ: How do programs make decisions?	Objectives: Collect, visualize, and analyze data. EQ: How can data help solve problems?	Objectives: Use lists and loops to simplify programs. EQ: How can code work more efficiently?	Objectives: Create reusable code with parameters and libraries. EQ: Why is reusable code important?	Objectives: Evaluate computing innovations, privacy, ethics, and security. EQ: How does computing impact society?	Students will explore responsible digital citizenship, including digital footprints, online privacy, data collection, and ethical technology use. They will evaluate how social media and computing technologies influence individuals and society and make informed decisions about their online behavior. EQ: How can we make responsible and informed choices in an increasingly digital world?
INSTRUCTIONAL MATERIALS	Code.org	Code.org	Code.org	Code.org	Code.org	Code.org	Code.org	Code.org	webquest, social dilemma movie, other teacher created materials
MAJOR TASKS, ASSESSMENTS, and FIELD TRIPS	Binary Quiz, Pixelation Project, Unit Test	Internet Quiz, Internet Simulator Activities, Unit Test	App Design Project, Unit Test	Decision Maker App, Unit Test	Data Investigation, Tell a Data Story, Unit Test	Hackathon Project, Unit Test	Library Project, Unit Test	Innovation Proposal, Unit Test	Webquest, Social Dilemma Reflection, Unit Test
STANDARDS ADDRESSED	CS.DA.1, CS.DA.2, CS.FC.1	CS.NI.1, CS.NI.2, CS.NI.3, CS.NI.4, CS.NI.5, CS.NI.6	CS.PC.1, CS.PC.2, CS.AT.1	CS.PC.2, CS.PC.3, CS.PC.4, CS.AT.4,AAP-2.I	CS.DA.1, CS.DA.2, CS.DA.3	CS.AT.2, CS.AT.3, CS.PC.4,CS.PC.7	CS.PC.5, CS.PC.6	CS.IC.1, CS.IC.2, CS.IC.3, CS.IC.4, CS.NI.5	CS.IC.1a-c, CS.IC.2, CS.IC.3, CS.IC.4

*Parents may access instructional materials by becoming a Canvas Observer

Per Johnson City Board of Education Policy 4.400, upon request, parents/guardians shall have the ability to inspect the following items: instructional materials, teaching materials, teaching aids, handouts, and tests that are developed by and graded by their child's teacher. The Superintendent of Schools shall develop procedures for the inspection of materials and distribute these procedures to each principal.