Curriculum Framework

Course Title: K-2 Technology

Board Approval Date: October 14, 2026

Credit / Hours:

Course Description: In this course, students in grades K-2 will develop foundational technology skills with a strong emphasis on keyboarding proficiency. Through structured lessons and guided practice, students will learn correct finger placement, posture, and technique to build both accuracy and speed. Instruction will focus on developing efficient typing habits that support success across all digital learning environments. In addition to keyboarding, students will explore responsible technology use and apply their skills within age-appropriate academic tasks. Students will also gain confidence in using a mouse and the touchpad on chromebooks. Additional experiences in STEM/STEAM activities will be provided using chromebook programs and hands-on activities. By the end of the course, students will demonstrate improved fluency, confidence, and precision in their keyboarding abilities while becoming more independent and capable digital learners.

Learning Activities / Modes of Assessment: Teacher Observation, Student Performance, Student Self-Evaluation

Instructional Resources: **Kodable Typing** software**, Starfall**, the **Google Educational Suite, ClassLink,** and the **Common Sense Media** website.

Unit: Keyboarding Technique and Practice	
Time Frame	13-15 lessons per year
Student Learning Outcomes	The student will: ● Use technology to publish writing (keyboarding). ● Select appropriate programs to complete a task. ● Identify technology used in school and at home. ● Demonstrate correct use of mouse, touchpad, keyboard. ● Use programs for their intended purpose.
Essential Questions	● How can technology help me create and share my writing? ● How do I know which technology tool is the best choice for a job? ● How does technology help me learn, work, and play every day? ● Why is it important to use technology tools correctly and safely? ● Why do different computer programs have different purposes?
Content	● Keyboarding skills ● Types of software and programs ● Common technology devices (computer, tablet, Chromebook, printer, mouse, camera) ● Opening and closing programs, following directions, using technology appropriately and respectfully
Assessments	● Teacher Observation ● Student Performance ● Student Self-Evaluation
Standards	**CC.1.4.3.U** With guidance and support, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others. **1A.CS.01** Select and operate appropriate software to perform a variety of tasks. **15.4.2.A** Identify various technologies used in the classroom and at home.

	15.4.2.D Demonstrate the correct use of simple input technologies (e.g., mouse, touch screen, microphone, etc.). **15.4.2.G** With help and support, select and use various software/applications for an intended purpose.	
Key Vocabulary	**Academic/Concept Vocabulary** Technology Computer Device Software Program Application (App) Keyboard Mouse Touchpad Click Double-click Drag Drop Cursor Pointer Icon Open Close Keyboarding Typel Screen Login Username Password Menu Toolbar	**Literary Terms** Letters Words Symbols Numbers Punctuation (when completing sentences)

Materials/ Resources	● Google Chromebooks ● **Kodable Typing** software ● **Starfall** software

Unit: Digital Citizenship		
Time Frame	10 lessons per year; discussion throughout	
Student Learning Outcomes	The student will: ● Use technology and equipment responsibly. ● Keep login and password private. ● Log off of devices.	
Essential Questions	● What does it mean to be a responsible user of technology? ● Why is it important to keep my login information private? ● Why should I log off of a device when I am finished using it?	
Content	● Responsible use of computers, rules and expectations, respecting equipment ● Purpose of login information, protecting personal information, security ● Steps to sign out of devices, shut down procedures	
Assessments	● Teacher Observation ● Student Self-Evaluation	
Standards	**15.4.2.B** Demonstrate responsible use of technology and equipment. **1A.IC.18** Keep login information private, and log off of devices appropriately.	
Key Vocabulary	**Academic/Concept VocabularyTechnology** Digital citizenship Responsibility Respect	**Literary Terms** Text

	Safety Privacy Security Username Password Login Log off (Sign out) Account Personal information Device Chromebook Shared device Protect Rules Appropriate Responsible Secure	
Materials/ Resources	● Google Chromebooks ● Personal Log-in Cards ● The **Common Sense Media** website	

Unit: Hands on and Technology based STEM/STEAM activities	
Time Frame	4 chosen days throughout year; additional partial days
Student Learning Outcomes	The student will: ● Demonstrate skills of the engineering design process through play and exploration.
Essential Questions	● How can I use creativity to design a solution? ● What can I learn by trying, testing, and improving my ideas?
Content	● Engineering design process (Ask, Imagine, Plan, Create, Test, Improve) ● Creativity and innovation

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- Play-based exploration
- Planning and testing ideas
- Collaboration and teamwork
- Using simple tools and materials safely
- STEM connections

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<tr><td>Assessments</td><td colspan="2">

- Teacher Observation
- Student Performance
- Student Self-Evaluation

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<tr><td>Standards</td><td colspan="2">3.5.K-2.M
Students who demonstrate understanding can demonstrate essential skills of the engineering design process.

3.5.K-2.S
Students who demonstrate understanding can apply design concepts, principles, and processes through play and exploration.</td></tr>
<tr><td>Key Vocabulary</td><td>Academic/Concept Vocabulary
Engineer
Design
Problem
Solution
Test
Improve
Build
Materials
Tools
Collaborate</td><td>Literary Terms
Sequence
Revise
Procedure</td></tr>
<tr><td>Materials/ Resources</td><td colspan="2">

- Google Chromebooks
- **Kodable** coding software
- STEM/STEAM box activities
- Building Challenges

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Danville Area School District
Course Overview and Scope and Sequence

Course Title: Technology **Content Area:** Technology **Grade Level:** K-2
Date Developed: July 2026
Board Approved: October 14, 2026

COURSE OVERVIEW:

In this course, students in grades K-2 will develop foundational technology skills with a strong emphasis on keyboarding proficiency. Through structured lessons and guided practice, students will learn correct finger placement, posture, and technique to build both accuracy and speed. Instruction will focus on developing efficient typing habits that support success across all digital learning environments. In addition to keyboarding, students will explore responsible technology use and apply their skills within age-appropriate academic tasks. Students will also gain confidence in using a mouse and the touchpad on chromebooks. Additional experiences in STEM/STEAM activities will be provided using chromebook programs and hands-on activities. By the end of the course, students will demonstrate improved fluency, confidence, and precision in their keyboarding abilities while becoming more independent and capable digital learners.

ANCHOR STANDARDS:

CC.1.4.3.U
With guidance and support, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.

15.4.2.A
Identify various technologies used in the classroom and at home.

15.4.2.B
Demonstrate responsible use of technology and equipment.

15.4.2.D

Demonstrate the correct use of simple input technologies (e.g., mouse, touch screen, microphone, etc.).

15.4.2.G
With help and support, select and use various software/applications for an intended purpose.

1A.CS.01
Select and operate appropriate software to perform a variety of tasks.

1A.IC.18
Keep login information private, and log off of devices appropriately.

3.5.K-2.M
Students who demonstrate understanding can demonstrate essential skills of the engineering design process.

3.5.K-2.S
Students who demonstrate understanding can apply design concepts, principles, and processes through play and exploration.

KEY COURSE TEXT AND MATERIALS:
We use the software **Kodable Typing** for our keyboarding practice. We use **Starfall** for touchpad, mouse, clicking, and dragging practice. We use the **Google Educational Suite** for Google Docs, Google Slides, and Google Drive. Through **ClassLink**, the students will be able to log into their respective programs for the day's lessons. The teacher will use lessons/resources from the **Common Sense Media** website for lessons on digital citizenship

KEY ASSESSMENTS:
Teacher Observation, Student Performance, Student Self-Evaluation

SCOPE AND SEQUENCE					
Unit	PRIORITY STANDARDS	SUPPORTING STANDARDS	ASSESSMENT	MATERIALS	TIMEFRAME
Keyboarding Technique and Practice	**CC.1.4.3.U** With guidance and support, use technology to produce and publish writing (using	**15.4.2.A** Identify various technologies used in the classroom and at home.	Teacher Observation, Student Performance, Student Self-Evaluation	Google Chromebooks; **Kodable Typing** software; **Starfall** software	13-15 lessons per year

	keyboarding skills) as well as to interact and collaborate with others. **1A.CS.01** Select and operate appropriate software to perform a variety of tasks.	**15.4.2.D** Demonstrate the correct use of simple input technologies (e.g., mouse, touch screen, microphone, etc.). **15.4.2.G** With help and support, select and use various software/applications for an intended purpose.			
Digital Citizenship	**15.4.2.B** Demonstrate responsible use of technology and equipment.	**1A.IC.18** Keep login information private, and log off of devices appropriately.	Teacher Observation, Student Self-Evaluation	Google Chromebooks; Personal Log-in Cards; the **Common Sense Media** website	10 lessons per year; discussion throughout
Hands on and Technology based STEM/STEAM activities	**3.5.K-2.M** Students who demonstrate understanding can demonstrate essential skills of the engineering design process. **3.5.K-2.S** Students who demonstrate understanding can apply design concepts, principles,		Teacher Observation, Student Performance, Student Self-Evaluation	Google Chromebooks; **Kodable** coding software; STEM/STEAM box activities; Building Challenges	4 chosen days throughout year; additional partial days

	and processes through play and exploration.				