

Pine Hill Public Schools Curriculum

Content Area:		Technology	
Course Title/ Grade Level:		Technology/Kindergarten	
Unit 1:	Introduction to Computers	Duration:	Qtr. 1
Unit 2:	Computers to Complete Tasks	Duration::	Qtr. 2
Unit 3:	Computers to Communicate	Duration:	Qtr. 3
Unit 4:	STEAM & Year-End Review	Duration:	Qtr. 4
BOE Approved Revision:			
BOE Initial Adoption Date:		August 23, 2016	

Pine Hill Public Schools Curriculum							
Unit Title Introduction to Computers/Going Places Safely Online						Unit #: 1	
Course or Grade Level: Kindergarten				Length of Time: Qtr. 1			
Pacing		10 weeks/sessions					
Essential Questions		<ul style="list-style-type: none"> What does a computer do? How do I use a computer? How do I go places safely on the Internet? 					
Content		<ul style="list-style-type: none"> Basic Computer Use Safe Computer/Internet use 					
Skills		<ul style="list-style-type: none"> Use mouse correctly Introduce Usernames and Passwords Identify parts of the computer Tell how to stay safe online Introduction to keyboard (typing letters, numbers, space bar) 					
Assessments		<ul style="list-style-type: none"> Teacher Observation 					
Interventions / differentiated instruction		<ul style="list-style-type: none"> Colored dots on mouse Large icons Partner work/peer assistance 					
Inter-disciplinary Connections		<ul style="list-style-type: none"> Reading: alphabet recognition Math: number recognition, shapes, colors Listening: following verbal directions 					
Lesson resources / Activities		<ul style="list-style-type: none"> http://kindergartentechnologylessons.weebly.com/parts-of-the-computer.html http://practicadmouse.altervista.org/flytrap.html http://www.starfall.com/ http://www.abcya.com/keyboarding_practice.htm http://oakdome.com/k5/lesson-plans/kindergarten-lessons.php Teachers Pay Teachers Resource: Technology Teacher Planning Binder, Grade K 					
2014 NJCCCS							
Standard: 8.1 Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.							
Strand(s): A. Technology Operations and Concepts: <i>Students demonstrate a sound understanding of technology concepts, systems and operations.</i>							
Content Statement(s): Understand and use technology systems.				CPI # / CPI(s): 8.1.2.A.1 Identify the basic features of a digital device and explain its purpose.			
Select and use applications effectively and productively.				8.1.2.A.4 Demonstrate developmentally appropriate navigation skills in virtual environments (i.e. games, museums).			
21st Century Themes							
x	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy		Health Literacy
21st Century Skills							

	Creativity and Innovation	x	Critical Thinking and Problem Solving		Communication and Collaboration		Information Literacy
	Media Literacy	x	ICT Literacy	x	Life and Career Skills		

Pine Hill Public Schools Curriculum	
Unit Title: Computers to Complete Tasks	Unit #: 2
Course or Grade Level: Kindergarten	Length of Time: Qtr. 2
Pacing	10 weeks/sessions
Essential Questions	<ul style="list-style-type: none"> How do we use computers to share ideas?
Content	<ul style="list-style-type: none"> Basic Typing/Word Processing Creating Images/Illustrations
Skills	<ul style="list-style-type: none"> Using mouse correctly Use keyboard correctly Uppercase and lowercase letters Login independently Click and open a program Exit a program
Assessments	<ul style="list-style-type: none"> Observation Printed Work
Interventions / differentiated instruction	<ul style="list-style-type: none"> Colored dots on mouse Large icons Partner work/peer assistance
Inter-disciplinary Connections	<ul style="list-style-type: none"> Reading: sight words, names Math: number recognition, shapes, colors Listening: following verbal directions
Lesson resources / Activities	<ul style="list-style-type: none"> code.org KidPix MS Paint MS Wordpad
2014 NJCCCS	
Standard: 8.1 Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.	
Strand(s): A. Technology Operations and Concepts: <i>Students demonstrate a sound understanding of technology concepts, systems and operations.</i>	
Content Statement(s): Understand and use technology systems.	CPI # / CPI(s): 8.1.2.A.1 Identify the basic features of a digital device and explain its purpose.
Select and use applications effectively and productively.	8.1.2.A.4 Demonstrate developmentally appropriate navigation skills in virtual environments (i.e. games, museums).

Select and use applications effectively and productively.		8.1.2.A.3 Compare the common uses of at least two different digital applications and identify the advantages and disadvantages of using each.					
Computational thinking and computer programming as tools used in design and engineering.		8.2.2.E.1 List and demonstrate the steps to an everyday task.					
Computational thinking and computer programming as tools used in design and engineering.		8.2.2.E.2 Demonstrate an understanding of how a computer takes input through a series of written commands and then interprets and displays information as output.					
<u>21st Century Themes</u>							
x	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy		Health Literacy
<u>21st Century Skills</u>							
	Creativity and Innovation	x	Critical Thinking and Problem Solving	x	Communication and Collaboration		Information Literacy
	Media Literacy	x	ICT Literacy	x	Life and Career Skills		

Pine Hill Public Schools Curriculum	
Unit Title: Computers to Communicate	Unit #: 3
Course or Grade Level: Kindergarten	Length of Time: Qtr. 3
Pacing	10 weeks/sessions
Essential Questions	<ul style="list-style-type: none"> • How do I use the computer to tell a story?
Content	<ul style="list-style-type: none"> • Basic Typing/Word Processing • Creating Images/Illustrations
Skills	<ul style="list-style-type: none"> • Using mouse correctly • Use keyboard correctly • Uppercase and lowercase letters • Punctuation • Login independently • Click and open a program • Exit a program
Assessments	<ul style="list-style-type: none"> • Observation • Printed Work
Interventions / differentiated instruction	<ul style="list-style-type: none"> • Colored dots on mouse • Large icons • Partner work/peer assistance
Inter-disciplinary Connections	<ul style="list-style-type: none"> • Reading: sight words, names • Math: number recognition, shapes, colors • Listening: following verbal directions
Lesson resources / Activities	<ul style="list-style-type: none"> • KidPix • MS Paint • MS Wordpad
2014 NJCCCS	
Standard: 8.1 Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.	
Strand(s): A. Technology Operations and Concepts: <i>Students demonstrate a sound understanding of technology concepts, systems and operations.</i>	
Content Statement(s): Understand and use technology systems.	CPI # / CPI(s):

					8.1.2.A.1 Identify the basic features of a digital device and explain its purpose.
	Select and use applications effectively and productively.				8.1.2.A.4 Demonstrate developmentally appropriate navigation skills in virtual environments (i.e. games, museums).
	Select and use applications effectively and productively.				8.1.2.A.3 Compare the common uses of at least two different digital applications and identify the advantages and disadvantages of using each.
	Apply existing knowledge to generate new ideas, products, or processes. Create original works as a means of personal or group expression.				8.1.2.B.1 Illustrate and communicate original ideas and stories using multiple digital tools and resources.
	The cultural, social, economic and political effects of technology.				8.2.2.B.1 Identify how technology impacts or improves life.
<u>21st Century Themes</u>					
x	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy
					Health Literacy
<u>21st Century Skills</u>					
	Creativity and Innovation	x	Critical Thinking and Problem Solving	x	Communication and Collaboration
	Media Literacy	x	ICT Literacy	x	Information Literacy
					Life and Career Skills

**Pine Hill Public Schools
Curriculum**

Unit Title: STEAM & Year End Review		Unit #: 4
Course or Grade Level: Kindergarten		Length of Time: Qtr. 4
Pacing	10 weeks/sessions	
Essential Questions	<ul style="list-style-type: none"> ● What is an engineer? ● How do engineers solve problems? ● How can computers help us learn new things? ● How can I create art on my computer? 	
Content	<ul style="list-style-type: none"> ● Basic Typing/Word Processing ● Creating Images/Illustrations ● Research 	
Skills	<ul style="list-style-type: none"> ● Using mouse correctly ● Use keyboard correctly ● Uppercase and lowercase letters ● Punctuation ● Login independently ● Click and open a program ● Exit a program 	
Assessments	<ul style="list-style-type: none"> ● Observation ● Printed Work 	
Interventions / differentiated instruction	<ul style="list-style-type: none"> ● Colored dots on mouse ● Large icons ● Partner work/peer assistance 	
Inter-disciplinary Connections	<ul style="list-style-type: none"> ● Reading: sight words, names ● Math: number recognition, shapes, colors ● Listening: following verbal directions ● Art: different styles of painting, variety of tools 	
Lesson resources / Activities	<ul style="list-style-type: none"> ● KidPix ● MS Paint ● MS Wordpad ● TechoArtist ● Epic! ebooks 	

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Strand(s): A. Technology Operations and Concepts: *Students demonstrate a sound understanding of technology concepts, systems and operations.*

Content Statement(s): Understand and use technology systems.	CPI # / CPI(s): 8.1.2.A.1 Identify the basic features of a digital device and explain its purpose.
Select and use applications effectively and productively.	8.1.2.A.4 Demonstrate developmentally appropriate navigation skills in virtual environments (i.e. games, museums).
Select and use applications effectively and productively.	8.1.2.A.3 Compare the common uses of at least two different digital applications and identify the advantages and disadvantages of using each.
Apply existing knowledge to generate new ideas, products, or processes. Create original works as a means of personal or group expression.	8.1.2.B.1 Illustrate and communicate original ideas and stories using multiple digital tools and resources .
The cultural, social, economic and political effects of technology.	8.2.2.B.1 Identify how technology impacts or improves life.
Locate, organize, analyze, evaluate, synthesize, and ethically use information	8.1.2.E.1 Use digital tools and online resources to explore a problem or issue.
The attributes of design.	8.2.2.C.1 Brainstorm ideas on how to solve a problem or build a product.
The attributes of design.	8.2.2.C.2 Create a drawing of a product or device that communicates its function to peers and discuss.

21st Century Themes

x	Global Awareness		Financial, Economic, Business, and Entrepreneurial Literacy		Civic Literacy		Health Literacy
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21st Century Skills

x	Creativity and Innovation	x	Critical Thinking and Problem Solving	x	Communication and Collaboration	x	Information Literacy
	Media Literacy	x	ICT Literacy	x	Life and Career Skills		