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| **Grade Level ELA Ed Tech Trimester # Task Guide** | | | |
| **Content Standard(s)** | | | |
| ISTE  1. Creativity and Imagination: Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.  2. Communication and Collaboration: Students 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.  4. Critical thinking, problem solving, and decision making: Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.  5. Digital citizenship: Students understand human cultural, and societal issues related to technology and practice legal and ethical behavior.  6. Technology operations and concepts: Students demonstrate a sound understanding of technology concepts, systems, and operations.  CSTA  CT: Computational Thinking  CL: Collaboration  CPP: Computer Practice and Programming  CI: Community, Global, and Ethical Impacts  CC Mathematical Practices  1. Make sense of problems and persevere in solving them.  2. Reason abstractly and quantitatively  3. Construct viable arguments and critique the reasoning of others.  4. Model with mathematics.  5. Use appropriate tools strategically.  6. Attend to precision.  7. Look for and make use of structure.  8. Look for and express regularity in repeated reasoning.  NGSS  PS3: Energy  ETS1: Engineering Design  CC Math Standards  1.OA: Represent and solve problems involving addition and subtraction  2.OA: Represent and solve problems involving addition and subtraction.  3.OA: Represent and solve problems involving multiplication and division.  1.MD: Measure lengths indirectly and by iterating length units.  2.MD: Measure and estimate lengths in standard units. 2.NBT: Understand place value.  1.G: Reason with shapes and their attributes.  2.G: Reason with shapes and their attributes.  3.G: Reason with shapes and their attributes.  CC ELA Standards  L.1: Vocabulary Acquisition and Use  L.2: Vocabulary Acquisition and Use  L.3: Vocabulary Acquisition and Use  SL.1: Comprehension and Collaboration  SL.2: Comprehension and Collaboration  SL.3: Comprehension and Collaboration  W.1: Production and Distribution of Writing  W.2: Text Types and Purpose  W.3: Text Types and Purposes | | | |
| **Ed Tech Standard(s)** | | | |
| K: 1.1.2, 2.1.2, 2.2.1 1: 2.1.2, 2.2.1 2: 1.1.1, 1.3.1, 1.3.3, 2.1.2, 2.2.1, 2.3.2 3: 2.1.2, 2.2.1, 2.2.2, 2.3.1 4: 2.1.2, 2.2.1 5: 1.3.1, 2.1.2, 2.2.1, 2.3.2 6: 2.1.2, 2.2.1, 2.2.2 | | | |
| **Student Task (Description):** | | **Timeframe (# of 30-minute sessions)** | |
| Students will complete Course Two listed on the code.org website, under Teacher Homepage. These 18 lessons will teach students the basics of computer coding using blockly coding. | | | |
| **Content Targets** | **Ed Tech Targets** | | **Vocabulary** |
| **I will be able to...**   * Demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. (ISTE 1) * 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 (ISTE2). * Use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. (ISTE 4) * Understand human cultural, and societal issues related to technology and practice legal and ethical behavior. (ISTE 5) * Demonstrate a sound understanding of technology concepts, systems, and operations. (ISTE 6) * Use computational thinking. (CT) * Collaborate with peers and instructors. (CL) * Demonstrate computer practice and programming. (CPP) * Understand community, global, and ethical Impacts. (CI) * Make sense of problems and persevere in solving them. (CC Mathematical Practices 1) * Reason abstractly and quantitatively. (CC Mathematical Practices 2) * Construct viable arguments and critique the reasoning of others. (CC Mathematical Practices 3) * Model with mathematics. (CC Mathematical Practices 4) * Use appropriate tools strategically. (CC Mathematical Practices 5). * Attend to precision. (CC Mathematical Practices 6) * Participate in collaborative conversations with diverse partners about grade 1 topics and texts with peers and adults in small and larger groups. (SL.1.1) * Ask and answer questions about key details in a text read aloud or information presented orally or through other media. (SL.1.2) * Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings. (SL.1.5) * Participate in collaborative conversations with diverse partners about grade 2 topics and texts with peers and adults in small and larger groups. (SL.2.1) * Recount or describe key ideas or details from a text read aloud or information presented orally or through other media. (SL.2.2) * Create audio recordings of stories or poems; add drawings or other visual displays to stories or recounts of experiences when appropriate to clarify ideas, thoughts, and feelings. (SL.2.5) * Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grade 3 topics and texts, building on others' ideas and expressing their own clearly. (SL.3.1) | **I will be able to…**   * Generate ideas and create original works for personal and group expression using a variety of digital resources. (1.1.1) * Use models and simulations to explore systems, identify trends and forecast possibilities. (1.1.2) * Identify and define authentic problems and significant questions for investigation and plan strategies to guide inquiry. (1.3.1) * Analyze, synthesize and ethically use information to develop a solution, make informed decisions and report results. (1.3.3) * Practice personal safety. (2.1.1) * Practice ethical and respectful behavior. (2.1.2) * Develop skills using technology. (2.2.1) * Use a variety of hardware to support learning. (2.2.2) * Select and use common applications. (2.3.1) * Select and use online applications. (2.3.2) | | * Algorithm * Binary * Blockly * Bug * Code * Computer Science * Conditionals * Debugging * Digital Footprint * Event * Loop * Pixels * Program * Username |
| **Click here to for the lesson plan outline, instructions for each session, and supporting documents** | | | |