

Grade 1: Unit 1 Computer Fundamentals

TOPIC	November	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Computer Fundamentals	Week 1	Working Online	8.1.2.D.1	Whole Group	Discussion	30
	Week 2	Following Computer Rules	8.1.2.D.1	Whole Group	Journal	20
	Week 3	Lab Rules Sign	8.1.2.D.1	Whole Group	Journal	30
		Safe Site Strategies	8.1.2.D.1	Whole Group	Discussion	30
	Week 4	Open Communication	8.1.2.D.1	Whole Group	Discussion	30

Grade 1: Unit 2 Computer Fundamentals

TOPIC	December	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Computer Fundamentals	Week 1	Select, Drag, and Double-click	8.1.2.A.1	Whole Group	Lesson	8
		Select, Drag, and Double-click	8.1.2.A.1	Work Stations	Lesson	8
	Week 2	Processor and I/O Devices	8.1.2.A.1	Whole Group	Lesson	9
		Processor and I/O Devices	8.1.2.A.1	Work Stations	Lesson	9
	Week 3	Symbols of Technology	8.1.2.A.1	Whole Group	Lesson	12
		Symbols of Technology	8.1.2.A.1	Work Stations	Lesson	12
	Week 4	Printer	8.1.2.A.1	Whole Group	Lesson	9
		Printer	8.1.2.A.1	Work Stations	Lesson	9

Grade 1: Unit 3 Computer Fundamentals

TOPIC	January	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Computer Fundamentals	Week 1	Data Storage	8.1.2.A.1	Whole Group	Lesson	7
		Data Storage	8.1.2.A.1	Work Stations	Lesson	7
	Week 2	Computer Parts Memory	8.1.2.A.1	Whole Group	Journal	25
Beginning Graphics	Week 3	Brushes and Lines	8.1.2.A.1	Work Stations	Lesson	9
	Week 4	Shapes and Fills	8.1.2.A.1	Work Stations	Lesson	12

Grade 1: Unit 4 Computer Fundamentals

TOPIC	February	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Beginning Graphics	Week 1	Drawing a Vehicle	8.1.2.B.1	Whole Group	Journal	30
		Drawing a Vehicle	8.1.2.B.1	Work Stations	Journal	30
Introduction to Keyboarding	Week 2	ABCDE	8.1.2.A.1	Work Stations	Lesson	7
		FGHIJ	8.1.2.A.1	Work Stations	Lesson	7
	Week 3	KLMNO	8.1.2.A.1	Work Stations	Lesson	6
		PQRST	8.1.2.A.1	Work Stations	Lesson	6
	Week 4	UVWXYZ	8.1.2.A.1	Work Stations	Lesson	10
		Numbers	8.1.2.A.1	Work Stations	Lesson	10

Grade 1: Unit 5 Computer Fundamentals

TOPIC	March	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Introduction to Keyboards	Week 1	Typing Numbers	8.1.2.A.1	Whole Group	Journal	30
		Typing Numbers	8.1.2.A.1	Work Stations	Journal	30
	Week 2	Words, Spaces, and Enter	8.1.2.A.1	Whole Group	Lesson	10
		Words, Spaces, and Enter	8.1.2.A.1	Work Stations	Lesson	10
	Week 3	Cursor, Arrows, and Tab	8.1.2.A.1	Whole Group	Lesson	9
		Cursor, Arrows, and Tab	8.1.2.A.1	Work Stations	Lesson	9
	Week 4	Shift and Symbols	8.1.2.A.1	Whole Group	Lesson	10
		Shift and Symbols	8.1.2.A.1	Work Stations	Lesson	10

Grade 1: Unit 6 Computer Fundamentals

TOPIC	April	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Introduction to Keyboards	Week 1	Animal Story	8.1.2.A.1	Whole Group	Journal	30
		Animal Story	8.1.2.A.1	Work Stations	Journal	30
Word Processing	Week 2	Creating Documents	8.1.2.A.2	Whole Group	Lesson	12
		Creating Documents	8.1.2.A.2	Work Stations	Lesson	12
	Week 3	Formatting Text	8.1.2.A.2	Whole Group	Lesson	15
		Formatting Text	8.1.2.A.2	Work Stations	Lesson	15
	Week 4	Group Story	8.1.2.A.2	Whole Group	Journal	30
		Group Story	8.1.2.A.2	Work Stations	Journal	30

Grade 1: Unit 7 Visual Mapping

TOPIC	May	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Visual Mapping	Week 1	Grouping and Labeling	8.1.2.A.5	Whole Group	Lesson	12
		Grouping and Labeling	8.1.2.A.5	Work Stations	Lesson	12
	Week 2	Sorting Sets	8.1.2.A.5	Whole Group	Journal	30
		Sorting Sets	8.1.2.A.5	Work Stations	Journal	30
	Week 3	Attributes and Linking	8.1.2.A.5	Whole Group	Lesson	12
		Attributes and Linking	8.1.2.A.5	Work Stations	Lesson	12
	Week 4	Reading Visual Maps	8.1.2.A.5	Whole Group	Lesson	60

Grade 1: Unit 8 Computer Fundamentals

TOPIC	June	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Computer Fundamentals	Week 1	Netiquette and Cyber - Bullying	8.1.2.D.1	Whole Group	Discussion	30
	Week 2	Safe Site Strategies	8.1.2.D.1	Whole Group	Discussion	30
	Week 3	Open Communication	8.1.2.D.1	Whole Group	Discussion	30
	Week 4	Catch up & Review - Revisiting these computer fundamentals brings students' learning full circle and sets the stage for a safe summer of computer discovery.				

GRADE 1

	A B C D E	Lesson
Code	Standard	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Acts of Kindness	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Animal Research Spreadsheet	Journal
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	

3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Animal Story	Journal
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
	Attributes and Linking	Lesson
Code	Standard	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Bar Graphs	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	

- 4.b. Plan and manage activities to develop a solution or complete a project.
- 4.c. Collect and analyze data to identify solutions and/or make informed decisions.
- 5.a. Advocate and practice safe, legal, and responsible use of information and technology.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.

	Basic Components	Lesson
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Code	Standard	
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- 1.a. Apply existing knowledge to generate new ideas, products, or processes.
- 2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- 3.d. Process data and report results.
- 4.c. Collect and analyze data to identify solutions and/or make informed decisions.
- 5.a. Advocate and practice safe, legal, and responsible use of information and technology.
- 5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.

	Basic Design	Discussion
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Code	Standard	
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- 1.a. Apply existing knowledge to generate new ideas, products, or processes.
- 1.b. Create original works as a means of personal or group expression.
- 2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- 2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- 5.a. Advocate and practice safe, legal, and responsible use of information and technology.
- 5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.

	Beginning Sounds	Journal
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Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Browsing and URLs	Lesson

Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.b.	Select and use applications effectively and productively.	
	Brushes and Lines	Lesson

Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Cell Formatting	Lesson

Code	Standard	
1.b.	Create original works as a means of personal or group expression.	

3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.

3.d. Process data and report results.

4.c. Collect and analyze data to identify solutions and/or make informed decisions.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Clapping Syllables Journal

Code Standard

6.a. Understand and use technology systems.

Class Pets Spreadsheet Journal

Code Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

1.c. Use models and simulations to explore complex systems and issues.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

3.a. Plan strategies to guide inquiry.

3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.

3.d. Process data and report results.

4.b. Plan and manage activities to develop a solution or complete a project.

4.c. Collect and analyze data to identify solutions and/or make informed decisions.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Columns and Rows Lesson

Code Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

1.c. Use models and simulations to explore complex systems and issues.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.a.	Plan strategies to guide inquiry.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Computer Parts Memory	Journal
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Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.

6.b.	Select and use applications effectively and productively.
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Correcting Words	Journal
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Code

Standard

1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Creating Documents	Lesson
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Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
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1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Cursor, Arrows, and Tab

Lesson

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.

Data Storage

Lesson

Code

Standard

5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Data Storage Match

Journal

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.c.	Use models and simulations to explore complex systems and issues.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Databases: Data Classification		Lesson
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Code	Standard
2.d.	Contribute to project teams to produce original works or solve problems.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
6.d.	Transfer current knowledge to learning of new technologies.

Databases: Data Classification Journal		Journal
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Code	Standard
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Databases: Search and Filter		Lesson
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Code	Standard
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Databases: Search and Filter Journal		Journal
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Code	Standard
1.c.	Use models and simulations to explore complex systems and issues.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.

3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
6.d.	Transfer current knowledge to learning of new technologies.
Databases: Sort and Filter	
Lesson	

Code

Standard

3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
Databases: Sort and Filter Journal	
Journal	

Code

Standard

2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Databases: Tables, Records, and Fields	
Lesson	

Code

Standard

3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Databases: Tables, Records, and Fields Journal	
Journal	

Code

Standard

2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

	Designing a Visual Map	Journal
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Code	Standard
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1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

	Desktop	Lesson
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Code	Standard
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1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

- 3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
- 3.c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
- 5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.
- 6.d. Transfer current knowledge to learning of new technologies.

Drawing a Plant Journal

Code

Standard

- 1.a. Apply existing knowledge to generate new ideas, products, or processes.
- 1.b. Create original works as a means of personal or group expression.
- 2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- 5.a. Advocate and practice safe, legal, and responsible use of information and technology.
- 5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.

Drawing a Vehicle Journal

Code

Standard

- 1.a. Apply existing knowledge to generate new ideas, products, or processes.
- 1.b. Create original works as a means of personal or group expression.
- 2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- 5.a. Advocate and practice safe, legal, and responsible use of information and technology.
- 5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- 6.a. Understand and use technology systems.
- 6.b. Select and use applications effectively and productively.

Drill 1 Game

Code

Standard

6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	F G H I J	Lesson
Code	Standard	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
	Family Spreadsheet	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Finding Information	Discussion
Code	Standard	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
	Following Computer Rules	Journal
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

Formats and Outlining

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

1.c. Use models and simulations to explore complex systems and issues.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.

4.b. Plan and manage activities to develop a solution or complete a project.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Formatting Text

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Grammar Safari

Journal

Code	Standard
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Graphing Weather Journal

Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Group Story Journal

Code	Standard
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology

systems.

6.b. Select and use applications effectively and productively.

Grouping and Labeling

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

1.c. Use models and simulations to explore complex systems and issues.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Home Row

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

How to Create a Bubble Map in Kidspiration

Web Link

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

6.a. Understand and use technology systems.

Hyphenating Words		Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
I Belong To Many Groups		Journal

Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	

Idea Webs		Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	

3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

K L M N O

Lesson

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.

Keyboarding Test Level 1

Journal

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.

Keyword Searches

Lesson

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.

6.b.	Select and use applications effectively and productively.	
	Lab Rules Sign	Journal

Code **Standard**

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
5.d.	Exhibit leadership for digital citizenship.
6.a.	Understand and use technology systems.

	Line Graphs	Lesson
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Code **Standard**

3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.

6.b.	Select and use applications effectively and productively.	
	Living Things	Journal

Code **Standard**

1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.

6.b.	Select and use applications effectively and productively.	
	Lower Row	Lesson
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Math Video	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.d.	Contribute to project teams to produce original works or solve problems.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
6.b.	Select and use applications effectively and productively.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Netiquette and Cyber Bullying Discussion	Discussion
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
	Network Basics	Lesson
Code	Standard	
1.c.	Use models and simulations to explore complex systems and issues.	
5.a.	Advocate and practice safe, legal, and responsible use of information and	

	technology.	
6.a.	Understand and use technology systems.	
	Number Row	Lesson
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
	Numbers	Lesson
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Open Communication Discussion for Grades K - 2	Discussion
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
	Our CommNJSLSy	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	P Q R S T	Lesson
Code	Standard	

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.

Parts of a Spreadsheet		Lesson
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Code

Standard

1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Personal Flag		Journal
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Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Pie Charts		Lesson
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
Poem Creation and Design		Journal
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
Portrait of Myself		Journal
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
Printer		Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.c.	Troubleshoot systems and applications.	
6.d.	Transfer current knowledge to learning of new technologies.	
Processor and I/O Devices		Lesson

Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Reading Visual Maps	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Ride Across America	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Safe Site Strategies Discussion	Discussion

Code	Standard
1.c.	Use models and simulations to explore complex systems and issues.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a.	Understand and use technology systems.
	Scanner Scanner

Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Select, Drag, and Double-click Lesson

Code	Standard
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
6.d.	Transfer current knowledge to learning of new technologies.
	Shapes and Fills Lesson

Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and

technology.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Shift and Symbols

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

Shift Key

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

Software

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.c. Use models and simulations to explore complex systems and issues.

3.c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Sorting Sets

Journal

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Sourcing and Ethics

Lesson

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

Student Information Spreadsheet

Journal

Code

Standard

3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
3.d.	Process data and report results.

- 4.c. Collect and analyze data to identify solutions and/or make informed decisions.
- 5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Symbols of Technology

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.c. Use models and simulations to explore complex systems and issues.

3.c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

6.d. Transfer current knowledge to learning of new technologies.

Tables and Data

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

1.c. Use models and simulations to explore complex systems and issues.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

3.a. Plan strategies to guide inquiry.

3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.

3.d. Process data and report results.

4.b. Plan and manage activities to develop a solution or complete a project.

4.c. Collect and analyze data to identify solutions and/or make informed decisions.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

6.a. Understand and use technology systems.

6.b.	Select and use applications effectively and productively.	
	Texting Safety Discussion	Discussion
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Toolbars and Menus	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.c.	Use models and simulations to explore complex systems and issues.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Touch Keyboarding	Discussion
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Typing Numbers	Journal
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	

6.a.	Understand and use technology systems.	
	U V W X Y Z	Lesson

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a.	Understand and use technology systems.	
	Upper Row	Lesson

Code

Standard

5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a.	Understand and use technology systems.	
	Water Cycle	Journal

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.

5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
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6.a.	Understand and use technology systems.
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6.b.	Select and use applications effectively and productively.
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	Windows and Controls	Lesson
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Code

Standard

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

Word Division Level 1

Journal

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Word Problems

Journal

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

1.b. Create original works as a means of personal or group expression.

2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

6.a. Understand and use technology systems.

6.b. Select and use applications effectively and productively.

Words, Spaces, and Enter

Lesson

Code

Standard

1.a. Apply existing knowledge to generate new ideas, products, or processes.

5.a. Advocate and practice safe, legal, and responsible use of information and technology.

5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6.a. Understand and use technology systems.

6.b.	Select and use applications effectively and productively.	
	Working Online	Discussion
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
5.d.	Exhibit leadership for digital citizenship.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	

GRADE 1

	A B C D E	Lesson
Code	Standard	
RF.1.2.a	Distinguish long from short vowel sounds in spoken single-syllable words.	
RF.1.3.c	Know final -e and common vowel team conventions for representing long vowel sounds.	
	Animal Story	Journal
Code	Standard	
SL.1.5	Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings.	
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Attributes and Linking	Lesson
Code	Standard	
RI.1.9	Identify basic similarities in and differences between two texts on the same topic (e.g., in illustrations, descriptions, or procedures).	
RL.1.5	Explain major differences between books that tell stories and books that give information, drawing on a wide reading of a range of text types.	
RL.1.6	Identify who is telling the story at various points in a text.	
	Basic Design	Discussion
Code	Standard	

SL.1.1.a	Follow agreed-upon rules for discussions (e.g., listening to others with care, speaking one at a time about the topics and texts under discussion).
SL.1.1.b	Build on others' talk in conversations by responding to the comments of others through multiple exchanges.
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Beginning Sounds Journal
Code	Standard
RF.1.2.a	Distinguish long from short vowel sounds in spoken single-syllable words.
RF.1.3.c	Know final -e and common vowel team conventions for representing long vowel sounds.
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Brushes and Lines Lesson
Code	Standard
SL.1.5	Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings.
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Creating Documents Lesson
Code	Standard
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Data Storage Lesson
Code	Standard
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Designing a Visual Map Journal
Code	Standard
SL.1.5	Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings.
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Desktop Lesson
Code	Standard
RI.1.6	Distinguish between information provided by pictures or other illustrations and information provided by the words in a text.

W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	F G H I J Lesson
Code	Standard
RF.1.2.a	Distinguish long from short vowel sounds in spoken single-syllable words.
RF.1.3.c	Know final -e and common vowel team conventions for representing long vowel sounds.
	Following Computer Rules Journal
Code	Standard
RI.1.6	Distinguish between information provided by pictures or other illustrations and information provided by the words in a text.
	Formatting Text Lesson
Code	Standard
RF.1.2.a	Distinguish long from short vowel sounds in spoken single-syllable words.
RF.1.3.c	Know final -e and common vowel team conventions for representing long vowel sounds.
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Group Story Journal
Code	Standard
L.1.1.e	Use verbs to convey a sense of past, present, and future (e.g., Yesterday I walked home; Today I walk home; Tomorrow I will walk home).
L.1.1.h	Use determiners (e.g., articles, demonstratives).
W.1.3	Write narratives in which they recount two or more appropriately sequenced events, include some details regarding what happened, use temporal words to signal event order, and provide some sense of closure.
W.1.5	With guidance and support from adults, focus on a topic, respond to questions and suggestions from peers, and add details to strengthen writing as needed.
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Grouping and Labeling Lesson
Code	Standard
L.1.5.a	Sort words into categories (e.g., colors, clothing) to gain a sense of the concepts the categories represent.
L.1.5.b	Define words by category and by one or more key attributes (e.g., a duck is a bird that

swims; a tiger is a large cat with stripes).

RI.1.6 Distinguish between information provided by pictures or other illustrations and information provided by the words in a text.

K L M N O

Lesson

Code Standard

RF.1.2.a Distinguish long from short vowel sounds in spoken single-syllable words.

RF.1.3.c Know final -e and common vowel team conventions for representing long vowel sounds.

Lab Rules Sign

Journal

Code Standard

SL.1.5 Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings.

Math Video

Journal

Code Standard

SL.1.5 Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings.

W.1.6 With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.

P Q R S T

Lesson

Code Standard

RF.1.2.a Distinguish long from short vowel sounds in spoken single-syllable words.

RF.1.3.c Know final -e and common vowel team conventions for representing long vowel sounds.

Personal Flag

Journal

Code Standard

SL.1.5 Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings.

W.1.6 With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.

Poem Creation and Design

Journal

Code Standard

W.1.6 With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.

Portrait of Myself

Journal

Code Standard

SL.1.5 Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings.

W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	Printer	Lesson
Code	Standard		
RI.1.6	Distinguish between information provided by pictures or other illustrations and information provided by the words in a text.		
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	Processor and I/O Devices	Lesson
Code	Standard		
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	Reading Visual Maps	Journal
Code	Standard		
RI.1.5	Know and use various text features (e.g., headings, tables of contents, glossaries, electronic menus, icons) to locate key facts or information in a text.		
SL.1.5	Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings.		
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	Scanner	Lesson
Code	Standard		
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	Select, Drag, and Double-click	Lesson
Code	Standard		
L.1.5.a	Sort words into categories (e.g., colors, clothing) to gain a sense of the concepts the categories represent.		
L.1.5.b	Define words by category and by one or more key attributes (e.g., a duck is a bird that swims; a tiger is a large cat with stripes).	Shapes and Fills	Lesson
Code	Standard		
SL.1.5	Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings.		
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.		

Shift and Symbols		Lesson
Code	Standard	
RF.1.1.a	Recognize the distinguishing features of a sentence (e.g., first word, capitalization, ending punctuation).	
RI.1.6	Distinguish between information provided by pictures or other illustrations and information provided by the words in a text.	
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
Software		Lesson
Code	Standard	
SL.1.5	Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings.	
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
Toolbars and Menus		Lesson
Code	Standard	
RI.1.6	Distinguish between information provided by pictures or other illustrations and information provided by the words in a text.	
W.1.6	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
Touch Keyboarding		Discussion
Code	Standard	
SL.1.1.a	Follow agreed-upon rules for discussions (e.g., listening to others with care, speaking one at a time about the topics and texts under discussion).	
SL.1.1.b	Build on others' talk in conversations by responding to the comments of others through multiple exchanges.	
Typing Numbers		Journal
Code	Standard	
1.NBT.1	Count to 120, starting at any number less than 120. In this range, read and write numerals and represent a number of objects with a written numeral.	
U V W X Y Z		Lesson
Code	Standard	
RF.1.2.a	Distinguish long from short vowel sounds in spoken single-syllable words.	