## Grade 1: Unit 1 Computer Fundamentals

TOPIC	Novembe r	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
	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
Computer Fundamentals	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
	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
Computer		Processor and I/O Devices	8.1.2.A.1	Whole Group	Lesson	9
Fundamentals	Week 2	Processor and I/O Devices	8.1.2.A.1	Work Stations	Lesson	9
		Symbols of Technology	8.1.2.A.1	Whole Group	Lesson	12
Week 3 Week 4	Week 3	Symbols of Technology	8.1.2.A.1	Work Stations	Lesson	12
		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
		Data Storage	8.1.2.A.1	Whole Group	Lesson	7
	Week 1	Data Storage	8.1.2.A.1	Work Stations	Lesson	7
Computer Fundamentals Wee	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
S.: 3511100	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
		Drawing a Vehicle	8.1.2.B.1	Whole Group	Journal	30
Beginning Graphics Wee	Week 1	Drawing a Vehicle	8.1.2.B.1	Work Stations	Journal	30
	Week 2	ABCDE	8.1.2.A.1	Work Stations	Lesson	7
		FGHIJ	8.1.2.A.1	Work Stations	Lesson	7
Introduction to Keyboarding	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
		Typing Numbers	8.1.2.A.1	Whole Group	Journal	30
	Week 1	Typing Numbers	8.1.2.A.1	Work Stations	Journal	30
Introduction to		Words, Spaces, and Enter	8.1.2.A.1	Whole Group	Lesson	10
Keyboards	Week 2	Words, Spaces, and Enter	8.1.2.A.1	Work Stations	Lesson	10
		Cursor, Arrows, and Tab	8.1.2A.1	Whole Group	Lesson	9
	Week 3	Cursor, Arrows, and Tab	8.1.2.A.1	Work Stations	Lesson	9
		Shift and Symbols	8.1.2.A.1	Whole Group	Lesson	10
Week 4	Week 4	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
		Animal Story	8.1.2.A.1	Whole Group	Journal	30
Introduction to Keyboards	Week 1	Animal Story	8.1.2.A.1	Work Stations	Journal	30
		Creating Documents	8.1.2.A.2	Whole Group	Lesson	12
	Week 2	Creating Documents	8.1.2.A.2	Work Stations	Lesson	12
	Week 3	Formatting Text	8.1.2.A.2	Whole Group	Lesson	15
Word		Formatting Text	8.1.2.A.2	Work Stations	Lesson	15
Processing	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
		Grouping and Labeling	8.1.2.A.5	Whole Group	Lesson	12
	Week 1	Grouping and Labeling	8.1.2.A.5	Work Stations	Lesson	12
		Sorting Sets	8.1.2.A.5	Whole Group	Journal	30
Visual Mapping	Week 2	Sorting Sets	8.1.2.A.5	Work Stations	Journal	30
		Attributes and Linking	8.1.2.A.5	Whole Group	Lesson	12
Week 3	Week 3	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	
	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	
Computer Fundamentals	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	
	ABCDE	Lesson
Code	Standard	
3.b.	Locate, organize, analyze, evaluate, synthesize, a a variety of sources and media.	and ethically use information from
5.b.	Exhibit a positive attitude toward using technolog learning, and productivity.	gy that supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and produ	ictively.
6.d.	Transfer current knowledge to learning of new ted	chnologies.
	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 g	group expression.
1.c.	Use models and simulations to explore complex s	systems and issues.
2.a.	Interact, collaborate, and publish with peers, exportant variety of digital environments and media.	erts, or others employing a
2.b.	Communicate information and ideas effectively to variety of media and formats.	o multiple audiences using a
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, a a variety of sources and media.	and ethically use information from
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 technology.	le use of information and
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and produ	ictively.
	Animal Research Spreadsheet	Journal
Code	Standard	
1.b.	Create original works as a means of personal or g	group expression.
3.b.	Locate, organize, analyze, evaluate, synthesize, a a variety of sources and media.	and ethically use information from

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

4.b.	Plan and manage activities to develop a so	lution or complete a project.	
4.c.	Collect and analyze data to identify solution	ns 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	
Code	Standard		
1.a.	Apply existing knowledge to generate new	ideas, products, or processes.	
2.a.	Interact, collaborate, and publish with peers variety of digital environments and media.	s, experts, or others employing a	
3.d.	Process data and report results.		
4.c.	Collect and analyze data to identify solution	ns and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and resp technology.	ponsible use of information and	
5.b.	Exhibit a positive attitude toward using tech learning, and productivity.	hnology that supports collaboration,	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and	productively.	
	Basic Design	Discussion	
Code	Standard		
1.a.	Apply existing knowledge to generate new	ideas, products, or processes.	
1.b.	Create original works as a means of persor	nal or group expression.	
2.a.	Interact, collaborate, and publish with peers variety of digital environments and media.	s, experts, or others employing a	
2.b.	Communicate information and ideas effecti variety of media and formats.	ively to multiple audiences using a	
5.a.	Advocate and practice safe, legal, and resp technology.	oonsible use of information and	
5.b.	Exhibit a positive attitude toward using tech learning, and productivity.	hnology that supports collaboration,	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and	productively.	
	Beginning Sounds	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.
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	d/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	s, 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 variety of media and formats.	to multiple audiences using a
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, a variety of sources and media.	and ethically use information from
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	s, products, or processes.
1.b.	Create original works as a means of personal or	
1.c.	Use models and simulations to explore complex	
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	
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.	
	Correcting Words 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.	
	Creating Documents Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
07-15		

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.
J.D.	Data Storage Match  Journal
Code	Standard 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.
07 15	11 22 23 27 27 27

	Databases: Data Classification Lesson	
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	
Code	Standard	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information for a variety of sources and media.	om
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	
Code	Standard	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information for a variety of sources and media.	om
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	
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 fra variety of sources and media.	om
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
07-15		

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.	
Code	Databases: Tables, Records, and Fields Lesson  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, c variety of digital environments and media.	or others employing a
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 cor	mplete a project.
4.c.	Collect and analyze data to identify solutions and/or ma	ake informed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Designing a Visual Map	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, produ	ucts, or processes.
1.b.	Create original works as a means of personal or group	expression.
1.c.	Use models and simulations to explore complex syster	ms 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 etla a variety of sources and media.	hically use information from
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or cor	mplete a project.
4.c.	Collect and analyze data to identify solutions and/or ma	ake informed decisions.
5.b.	Exhibit a positive attitude toward using technology that learning, and productivity.	t supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively	y.
	Desktop	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.b.	Communicate information and ideas effectively to mult variety of media and formats.	iple audiences using a

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 produ	uctively.
6.d.	Transfer current knowledge to learning of new te	echnologies.
	Drawing a Plant	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas	s, 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 technology.	ole use of information and
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 produ	uctively.
	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 produ	uctively.
	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 idea	s, products, or processes.
1.b.	Create original works as a means of personal or	r group expression.
1.c.	Use models and simulations to explore complex	x systems and issues.
2.a.	Interact, collaborate, and publish with peers, ex variety of digital environments and media.	sperts, or others employing a
2.b.	Communicate information and ideas effectively variety of media and formats.	to multiple audiences using a
3.b.	Locate, organize, analyze, evaluate, synthesize, a variety of sources and media.	, and ethically use information from
4.b.	Plan and manage activities to develop a solution	n 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 prod	ductively.
	Formatting Text	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new idea	s, 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.	
27.15	Grammar Safari	Journal
07-15		

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 inf technology.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	Understand and use technology	
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	or processes.	
1.b.	Create original works as a means of personal or group expre	ession.	
1.c.	Use models and simulations to explore complex systems an	d 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 a variety of sources and media.	use information from	
3.d.	Process data and report results.		
4.c.	Collect and analyze data to identify solutions and/or make in	formed 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 a variety of media and formats.	udiences using a	
5.b.	Exhibit a positive attitude toward using technology that supple learning, and productivity.	oorts collaboration,	
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.	
<b>6.a.</b> <sub>07-15</sub>	Understand and use technology systems.	

	Hyphenating Words	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products	s, or processes.
1.b.	Create original works as a means of personal or group exp	pression.
2.a.	Interact, collaborate, and publish with peers, experts, or or variety of digital environments and media.	thers employing a
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 technology.	information and
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 ethica a variety of sources and media.	ally use information from
5.a.	Advocate and practice safe, legal, and responsible use of technology.	information and
5.b.	Exhibit a positive attitude toward using technology that su learning, and productivity.	ipports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	KLMNO	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products	s, or processes.
1.a. 2.b.	Apply existing knowledge to generate new ideas, products  Communicate information and ideas effectively to multiple variety of media and formats.	•
	Communicate information and ideas effectively to multiple variety of	audiences using a
2.b.	Communicate information and ideas effectively to multiple variety of media and formats.  Advocate and practice safe, legal, and responsible use of	e audiences using a information and
2.b. 5.a.	Communicate information and ideas effectively to multiple variety of media and formats.  Advocate and practice safe, legal, and responsible use of technology.  Exhibit a positive attitude toward using technology that su	e audiences using a information and

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
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
07-15	

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	
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	
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, synthe a variety of sources and media.	esize, and ethically use information fron
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutio	ns 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 persor	nal or group expression.
2.a.	Interact, collaborate, and publish with peer variety of digital environments and media.	rs, experts, or others employing a
2.b.	Communicate information and ideas effect variety of media and formats.	ively to multiple audiences using a
5.b.	Exhibit a positive attitude toward using tec learning, and productivity.	hnology that supports collaboration,
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 respective technology.	consible use of information and
5.b.	Exhibit a positive attitude toward using tec learning, and productivity.	hnology that supports collaboration,
6.a.	Understand and use technology systems.	
6.c.	Troubleshoot systems and applications.	
6.d.	Transfer current knowledge to learning of r	new technologies.
J/-15	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	
07-15		

	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 collaborate learning, and productivity.	ation,
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 collaboral learning, and productivity.	ation,
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.		
<ul> <li>1.c. Use models and simulations to explore complex systems and issues.</li> <li>2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.</li> <li>3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.</li> <li>5.a. Advocate and practice safe, legal, and responsible use of information and technology.</li> <li>5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.</li> <li>6.a. Understand and use technology systems.</li> <li>6.b. Select and use applications effectively and productively.</li> <li>Sourcing and Ethics Lesson</li> <li>Code Standard</li> <li>1.a. Apply existing knowledge to generate new ideas, products, or processes.</li> <li>2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.</li> <li>3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.</li> <li>3.d. Process data and report results.</li> <li>4.c. Collect and analyze data to identify solutions and/or make informed decisions.</li> <li>5.a. Advocate and practice safe, legal, and responsible use of information and technology.</li> <li>5.b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.</li> <li>6.a. Understand and use technology systems.</li> <li>6.b. Select and use applications effectively and productively.</li> <li>Student Information Spreadsheet Journal</li> <li>Code Standard</li> <li>3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.</li> <li>3.c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.</li> </ul>	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.  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.  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.	1.b.	Create original works as a means of personal or group expression.
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.	1.c.	Use models and simulations to explore complex systems and issues.
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3.d. Process data and report results.	3.c.	
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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 produced	ductively.	
	Symbols of Technology	Lesson	
Code	Standard		
1.a.	Apply existing knowledge to generate new idea	s, products, or processes.	
1.c.	Use models and simulations to explore comple.	x systems and issues.	
3.c.	Evaluate and select information sources and digappropriateness to specific tasks.	gital tools based on the	
5.a.	Advocate and practice safe, legal, and respons technology.	ible use of information and	
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 produced	ductively.	
6.d.	Transfer current knowledge to learning of new technologies.		
	Tables and Data	Lesson	
Code	Standard		
1.a.	Apply existing knowledge to generate new idea	s, products, or processes.	
1.b.	Create original works as a means of personal o	r group expression.	
1.c.	Use models and simulations to explore comple	x systems and issues.	
2.a.	Interact, collaborate, and publish with peers, exvariety of digital environments and media.	perts, or others employing a	
2.b.	Communicate information and ideas effectively variety of media and formats.	to multiple audiences using a	
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 solutio	n or complete a project.	
4.c.	Collect and analyze data to identify solutions ar	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and respons technology.	ible use of information and	

6.b.	Select and use applications effectively and proc	ductively.
	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	s, products, or processes.
1.c.	Use models and simulations to explore complex	x 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 variety of media and formats.	to multiple audiences using a
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 responsi technology.	ble use of information and
5.b.	Exhibit a positive attitude toward using technological	ogy that supports collaboration

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

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.	
07-15		

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 oth variety of digital environments and media.	ners employing a
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that sup learning, and productivity.	ports collaboration,
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		
	ABCDE	Lesson
Code	Standard	
RF.1.2.a	Distinguish long from short vowel sounds in spoken singl	le-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 (e.g., in illustrations, descriptions, or procedures).	texts on the same topic
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., speaking one at a time about the topics and tex	_	
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	Beginning Sounds Journal	
Code	Standard	Standard	
RF.1.2.a	Distinguish long from short vowel sounds in spo	oken single-syllable words.	
RF.1.3.c	Know final -e and common vowel team convent sounds.	Know final -e and common vowel team conventions for representing long vowel	
W.1.6	With guidance and support from adults, use a value and publish writing, including in collaboration was	, ,	
	Brushes and Lines	Lesson	
Code	Standard		
SL.1.5	Add drawings or other visual displays to descripideas, thoughts, and feelings.	otions when appropriate to clarify	
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 vand publish writing, including in collaboration w	, ,	
	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 descripideas, thoughts, and feelings.	otions when appropriate to clarify	
W.1.6	With guidance and support from adults, use a vand publish writing, including in collaboration w	,	
	Desktop	Lesson	
Code	Standard		
RI.1.6	Distinguish between information provided by pinformation provided by the words in a text.	ctures or other illustrations and	

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.		
	FGHIJ	Lesson	
Code	Standard		
RF.1.2.a	Distinguish long from short vowel sounds in spo	ken single-syllable words.	
RF.1.3.c	Know final -e and common vowel team conventi sounds.	Know final -e and common vowel team conventions for representing long vowel	
	Following Computer Rules	Journal	
Code	Standard		
RI.1.6	Distinguish between information provided by pic information provided by the words in a text.	tures or other illustrations and	
	Formatting Text	Lesson	
Code	Standard		
RF.1.2.a	Distinguish long from short vowel sounds in spol	ken single-syllable words.	
RF.1.3.c	Know final -e and common vowel team conventi sounds.	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	walked	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	Standard	
L.1.5.a	Sort words into categories (e.g., colors, clothing) the categories represent.	) to gain a sense of the concepts	
L.1.5.b	Define words by category and by one or more keethat	ey attributes (e.g., a duck is a bird	

	swims; a tiger is a large cat with stripes).	
RI.1.6	Distinguish between information provided by pic information provided by the words in a text.	tures or other illustrations and
	KLMNO	Lesson
Code	Standard	
RF.1.2.a	Distinguish long from short vowel sounds in spo	ken single-syllable words.
RF.1.3.c	Know final -e and common vowel team conventi sounds.	ons for representing long vowel
	Lab Rules Sign	Journal
Code	Standard	
SL.1.5	Add drawings or other visual displays to descrip ideas, thoughts, and feelings.	tions when appropriate to clarify
	Math Video	Journal
Code	Standard	
SL.1.5	Add drawings or other visual displays to descrip ideas, thoughts, and feelings.	tions when appropriate to clarify
W.1.6	With guidance and support from adults, use a va and publish writing, including in collaboration wi	
	PQRST	Lesson
Code	Standard	
RF.1.2.a	Distinguish long from short vowel sounds in spo	ken single-syllable words.
RF.1.3.c	Know final -e and common vowel team conventi sounds.	ons for representing long vowel
	Personal Flag	Journal
Code	Standard	
SL.1.5	Add drawings or other visual displays to descrip ideas, thoughts, and feelings.	tions when appropriate to clarify
W.1.6	With guidance and support from adults, use a variety of digital tools to produ 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 va	,
	Portrait of Myself	Journal
Code	Standard	
SL.1.5	Add drawings or other visual displays to descrip ideas, thoughts, and feelings.	tions when appropriate to clarify

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.	
07.15		

	Shift and Symbols	Lesson
Code	Standard	
RF.1.1.a	Recognize the distinguishing features of a sentence (e.g. capitalization, ending punctuation).	g., first word,
RI.1.6	Distinguish between information provided by pictures of information provided by the words in a text.	r other illustrations and
W.1.6	With guidance and support from adults, use a variety of and publish writing, including in collaboration with peer	
	Software	Lesson
Code	Standard	
SL.1.5	Add drawings or other visual displays to descriptions wideas, thoughts, and feelings.	hen appropriate to clarify
W.1.6	With guidance and support from adults, use a variety of and publish writing, including in collaboration with peer	-
	Toolbars and Menus	Lesson
Code	Standard	
RI.1.6	Distinguish between information provided by pictures of information provided by the words in a text.	r other illustrations and
W.1.6	With guidance and support from adults, use a variety of and publish writing, including in collaboration with peer	
	Touch Keyboarding	Discussion
Code	Standard	
SL.1.1.a	Follow agreed-upon rules for discussions (e.g., listening speaking one at a time about the topics and texts unde	
SL.1.1.b	Build on others' talk in conversations by responding to through multiple exchanges.	the comments of others
	Typing Numbers	Journal
Code	Standard	
1.NBT.1	Count to 120, starting at any number less than 120. In t numerals and represent a number of objects with a writ	
	UVWXYZ	Lesson
Code	Standard	
RF.1.2.a	Distinguish long from short vowel sounds in spoken sin	gle-syllable words.