

## Grade 3 Unit 1: Computer Fundamentals

TOPIC	September	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Computer Fundamentals	Week 1	Acceptable Use Policies	8.1.5.D.1; D.2; D.3; D.4	Whole Group	Discussion	30
	Week 2	Netiquette Discussion	8.1.5.D.1; D.2; D.3; D.4	Whole Group	Discussion	30
	Week 3	Computer Rules Skit	8.1.5.D.1; D.2; D.3; D.4	Whole Group	Journal	60
		Cyber Bullying Grades 3 - 5	8.1.5.D.1; D.2; D.3; D.4	Whole Group	Lesson	15
	Week 4	How Would You Feel?	8.1.5.D.1; D.2; D.3; D.4	Whole Group	Journal	45
		How Would You Feel?	8.1.5.D.1; D.2; D.3; D.4	Small Group	Journal	60

## Grade 3 Unit 2: Computer Fundamentals

TOPIC	October	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Computer Fundamentals	Week 1	Desktop	8.1.5.A.1	Work Stations	Lesson	12
		Windows and Controls	8.1.5.A.1	Work Stations	Lesson	12
	Week 2	Toolbars and Menus	8.1.5.A.1	Work Stations	Lesson	12
		Mobile Devices for 3-5	8.1.5.A.1	Work Stations	Lesson	12
		Software	8.1.5.A.1	Work Stations	Lesson	12
	Week 3	Printer	8.1.5.A.1	Work Stations	Lesson	9
		Scanner	8.1.5.A.1	Whole Group	Lesson	6
	Week 4	Computer Navigation Quiz	8.1.5.A.6	Whole Group	Quiz	15
		Computer Navigation Quiz	8.1.5.A.6	Work Stations	Quiz	15

# Grade 3 Unit 3: Keyboarding

TOPIC	November	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Keyboarding	Week 1	Touch Keyboarding	8.1.5.A.1; A.2; A.3; A.4; A.5	Whole Group	Discussion	30
		Home Row	8.1.5.A.1 ; A.2; A.3; A.4; A.5	Whole Group	Lesson	13
		Prescriptive Keyboarding	8.1.5.A.1 ; A.2; A.3; A.4; A.5	Whole Group	Lesson	Varied
	Week 2	Home Row (daily)	8.1.5.A.1 ; A.2; A.3; A.4; A.5	Work Stations	Lesson	14
		Prescriptive Keyboarding (daily)	8.1.5.A.1 ; A.2; A.3; A.4; A.5	Work Stations	Lesson	Varied
	Week 3	Lower Row (daily)	8.1.5.A.1 ; A.2; A.3; A.4; A.5	Work Stations	Lesson	13
		Prescriptive Keyboarding (daily)	8.1.5.A.1 ; A.2; A.3; A.4; A.5	Work Stations	Lesson	Varied
	Week 4	Number Row (daily)	8.1.5.A.1 ; A.2; A.3; A.4; A.5	Work Stations	Lesson	12
		Prescriptive Keyboarding (daily)	8.1.5.A.1 ; A.2; A.3; A.4; A.5	Work Stations	Lesson	Varied
		Shift Key (daily)	8.1.5.A.1 ; A.2; A.3; A.4; A.5	Work Stations	Lesson	22

		Prescriptive Keyboarding (daily)	8.1.5.A.1 ; A.2; A.3; A.4; A.5	Work Stations	Lesson	Varied
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## Grade 3 Unit 4: Word Processing

TOPIC	December	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Word Processing	Week 1	Basic Design	8.1.5.A.1; A.2; 8.1.5.B.1	Whole Group	Discussion	30
		Creating Documents	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	12
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
	Week 2	Word Problems	8.1.5.C.1	Whole Group	Journal	30
		Word Problems	8.1.5.C.1	Work Stations	Journal	30
		Prescriptive Keyboarding (daily)	8.1.5.A.1	Work Stations	Lesson	Varied
	Week 3	Correcting Words	8.1.5.C.1	Work Stations	Journal	20
		Formatting Text	8.1.5.C.1	Work Stations	Lesson	15
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
	Week 4	Word Division Level 1	8.1.5.C.1	Whole Group	Journal	20
		Hyphenating Words	8.1.5.C.1	Work	Journal	30

				Stations		
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied

# Grade 3 Unit 5: Word Processing

TOPIC	January	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Word Processing	Week 1	Word Processing Basics Unit Quiz	8.1.5.A.1: A.2; A.3 8.1.5.B.1 8.1.5.C.1	Whole Group	Quiz	15
		Creating and Organizing Content	8.1.5.A.1: A.2; A.3 8.1.5.B.1 8.1.5.C.1	Whole Group	Lesson	11
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
	Week 2	Creating and Organizing Content	8.1.5.A.1: A.2; A.3 8.1.5.B.1 8.1.5.C.1	Work Stations	Lesson	11
		Revising and Formatting	8.1.5.A.1: A.2; A.3 8.1.5.B.1 8.1.5.C.1	Whole Group	Lesson	10
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
	Week 3	Revising and Formatting	8.1.5.A.1: A.2; A.3 8.1.5.B.1 8.1.5.C.1	Work Stations	Lesson	10
		Formatting a Poem	8.1.5.A.1: A.2; A.3 8.1.5.B.1 8.1.5.C.1	Work Stations	Journal	20
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
		Page Layout	8.1.5.A.1: A.2; A.3 8.1.5.B.1 8.1.5.C.1	Work Stations	Lesson	10

	Week 4	Guidebook	8.1.5.A.1: A.2; A.3 8.1.5.B.1 8.1.5.C.1	Small Group	Journal	60
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied

## Grade 3 Unit 6: Visual Mapping

TOPIC	February	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Visual Mapping	Week 1	Catch Up and Review - Word Processing Projects				
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
	Week 2	Grouping and Labeling	8.1.5.A.1; A.2; A.3 8.1.5.F.1	Work Stations	Lesson	12
		Attributes and Linking	8.1.5.A.1; A.2; A.3 8.1.5.F.1	Whole Group	Lesson	12
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
	Week 3	Idea Webs	8.1.5.A.1; A.2; A.3 8.1.5.F.1	Work Stations	Lesson	12
		Formats and Outlining	8.1.5.A.1; A.2; A.3 8.1.5.F.1	Work Stations	Lesson	12
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
	Week 4	Water Cycle	8.1.5.A.1; A.2; A.3 8.1.5.F.1	Whole Group	Journal	30
		Water Cycle	8.1.5.A.1; A.2; A.3 8.1.5.F.1	Work Stations	Journal	30
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work	Lesson	Varied

				Stations		
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# Grade 3 Unit 7: Spreadsheets

TOPIC	March	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Spreadsheets	Week 1	Parts of a Spreadsheet	8.1.5.A.1; A.3; A.4; A.5; A.6	Whole Group	Lesson	9
		Tables and Data	8.1.5.A.1; A.3; A.4; A.5; A.6	Whole Group	Lesson	9
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
	Week 2	Columns and Rows	8.1.5.A.1; A.3; A.4; A.5; A.6	Whole Group	Lesson	10
		Students complete 3 lessons above	8.1.5.A.1; A.3; A.4; A.5; A.6	Work Stations	Lesson	30
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
	Week 3	Family Spreadsheet	8.1.5.A.1; A.3; A.4; A.5; A.6	Whole Group	Journal	30
		Family Spreadsheet	8.1.5.A.1; A.3; A.4; A.5; A.6	Work Stations	Journal	30
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
	Week 4	Cell Formatting	8.1.5.A.1; A.3; A.4; A.5; A.6	Work Stations	Lesson	12
		Acts of Kindness	8.1.5.A.1; A.3; A.4; A.5; A.6	Work Stations	Journal	60
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied



# Grade 3 Unit 8: Spreadsheets and Web Browsing

TOPIC	April	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Spreadsheets	Week 1	Pie Charts	8.1.5.A.1; A.3; A.4; A.5; A.6	Work Stations	Lesson	10
		Bar Charts	8.1.5.A.1; A.3; A.4; A.5; A.6	Work Stations	Lesson	11
		Line Charts	8.1.5.A.1; A.3; A.4; A.5; A.6	Work Stations	Lesson	8
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
	Week 2	Choice of journals in Content Library	8.1.5.A.1; A.3; A.4; A.5; A.6	Work Stations	Journal	Varied
		Basic Components	8.1.5.A.1; A.3; A.4; A.5; A.6	Whole Group	Lesson	15
		Safekeeping Personal Information	8.1.5.D.1	Whole Group	Discussion	30
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
Web Browsing	Week 3	Browsing and URLs	8.1.5.D.3 8.1.5.D.4	Work Stations	Lesson	15
		Keyword Searches	8.1.5.D.3	Work Stations	Lesson	15
		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
	Week 4	Inappropriate Content	8.1.5.D.3 8.1.5.D.4	Whole Group	Discussion	30
		End of Year Project Palooza!	8.1.5.A.1; A.3; A.4; A.5; A.6	Work Stations	Choice	Varied

		Prescriptive Keyboarding (daily)	8.1.5.A.1; A.2; 8.1.5.B.1	Work Stations	Lesson	Varied
Use the final days/weeks of school to let your students create! They've learned so much this year and need avenues to practice, create, and show off! Encourage risk taking, group projects, and problem solving!						

## GRADE 3

### Acceptable Use Policies

### Discussion

#### 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.    |
| 2.c. | Develop cultural understanding and global awareness by engaging with learners of other cultures.             |
| 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.  |

### Acts of Kindness

### Journal

#### 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.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.
	Adaptation <span style="float: right;">Journal</span>
<b>Code</b>	<b>Standard</b>
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.
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.
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.

	Adding and Subtracting <span style="float: right;">Journal</span>
<b>Code</b>	<b>Standard</b>
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.
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.

	Advanced Report Writing	Journal
<b>Code</b>	<b>Standard</b>	
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.	
	Animal Research Spreadsheet	Journal
<b>Code</b>	<b>Standard</b>	
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.	
	Attributes and Linking	Lesson
<b>Code</b>	<b>Standard</b>	
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.	
	Audience and Media	Discussion
<b>Code</b>	<b>Standard</b>	
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.	
	Audience and Organization	Lesson
<b>Code</b>	<b>Standard</b>	
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.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
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.	
	Bake Sale Spreadsheet	Journal
<b>Code</b>	<b>Standard</b>	
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.	
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.	
	Bar Graphs	Lesson
<b>Code</b>	<b>Standard</b>	

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

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.

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 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.

Better Safe than Sorry

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.
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.
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.

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

Birth Certificate

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.	
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.	
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.	
	Book Report Progress	Journal
<b>Code</b>	<b>Standard</b>	
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.	
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.	
	Browsing and URLs	Lesson
<b>Code</b>	<b>Standard</b>	
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
<b>Code</b>	<b>Standard</b>	
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.	
	Camping Supplies Spreadsheet	Journal
<b>Code</b>	<b>Standard</b>	
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.	
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.	
	Cell Formatting	Lesson
<b>Code</b>	<b>Standard</b>	
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.

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.

Classroom Measurements

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.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.

Coin Toss Probability

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.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.

Columns and Rows	Lesson
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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.
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.

Comparing Stories	Journal
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Code	Standard
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.	
	Composing Slides	Lesson
<b>Code</b>	<b>Standard</b>	
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.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Computer Basics Unit Quiz	Quiz
<b>Code</b>	<b>Standard</b>	
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.	
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.	
	Computer Compatibility	Journal
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.c.	Use models and simulations to explore complex systems and issues.	
6.a.	Understand and use technology systems.	
6.c.	Troubleshoot systems and applications.	
	Computer Navigation Unit Quiz	Quiz
<b>Code</b>	<b>Standard</b>	
6.a.	Understand and use technology systems.	

6.b.	Select and use applications effectively and productively.	
	Computer Parts Memory	Journal
<b>Code</b>	<b>Standard</b>	
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.	
	Computer Rules Sign	Journal
<b>Code</b>	<b>Standard</b>	
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.	
	Computer Rules Skit	Journal
<b>Code</b>	<b>Standard</b>	
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.	
	Copying Formulas and Functions	Lesson
<b>Code</b>	<b>Standard</b>	
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.
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.

Correcting Hyphenation		Journal
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<b>Code</b>	<b>Standard</b>
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.

Correcting Words		Journal
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<b>Code</b>	<b>Standard</b>
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.	
	Create a Set of Instructions	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.	
1.d.	Identify trends and forecast possibilities.	
	Creating a Newsletter	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.	
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.	
	Creating a Portfolio	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.
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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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Creating and Organizing Content		Lesson
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<b>Code</b>	<b>Standard</b>
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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.
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2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
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2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
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5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
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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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Creating Documents		Lesson
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<b>Code</b>	<b>Standard</b>
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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.
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2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
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2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
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5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
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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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Cumulative Story		Journal
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<b>Code</b>	<b>Standard</b>
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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.
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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.	
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.	
	Cut It Out! Save the Environment	Journal
<b>Code</b>	<b>Standard</b>	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
	Cyber Bullying for Grades 3 - 5	Lesson
<b>Code</b>	<b>Standard</b>	
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.	
	Data and Database Basics Unit Quiz	Quiz
<b>Code</b>	<b>Standard</b>	
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.	
	Data Storage	Lesson
<b>Code</b>	<b>Standard</b>	
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
<b>Code</b>	<b>Standard</b>	
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.	
	Database Creation, Queries, and Reports Unit Quiz	Quiz
<b>Code</b>	<b>Standard</b>	
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: Data Classification	Lesson
<b>Code</b>	<b>Standard</b>	
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
<b>Code</b>	<b>Standard</b>	

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: Database Creation

Lesson

Code

Standard

1.a.	Apply existing knowledge to generate new ideas, products, or processes.
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: Database Creation Journal

Journal

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.
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.

Databases: Queries and Reports

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.

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: Queries and Reports Journal	Journal
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**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.
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.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.

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
<b>Code</b>	<b>Standard</b>		
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
<b>Code</b>	<b>Standard</b>		
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



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.
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.

Desktop Publishing		Lesson
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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.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.

Devices and Compatibility		Discussion
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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.
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.	
	Digital Collaboration	Lesson
<b>Code</b>	<b>Standard</b>	
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.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.b.	Select and use applications effectively and productively.	
	Dramatic Digital Video	Journal
<b>Code</b>	<b>Standard</b>	
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.	
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.	
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
<b>Code</b>	<b>Standard</b>	
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
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Code

Standard

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

Drill 2		Game
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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.
6.a.	Understand and use technology systems.

Email Basics Unit Quiz		Quiz
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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.
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.
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.

Email the President		Journal
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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.
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.b.	Select and use applications effectively and productively.
	Enhancing Slides Lesson
<b>Code</b>	<b>Standard</b>
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.
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.
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.
	Ethnic Foods Survey Journal
<b>Code</b>	<b>Standard</b>
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.	
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.	
	Evaluating and Presenting	Lesson
<b>Code</b>	<b>Standard</b>	
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.	
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.	
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.	
	Examining Content	Journal
<b>Code</b>	<b>Standard</b>	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
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.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.a.	Identify and define authentic problems and significant questions for investigation.	
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.	
	Family Spreadsheet	Journal
<b>Code</b>	<b>Standard</b>	
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
<b>Code</b>	<b>Standard</b>	
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
<b>Code</b>	<b>Standard</b>	
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
<b>Code</b>	<b>Standard</b>	
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 a Poem		Journal
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<b>Code</b>	<b>Standard</b>
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.

Formatting Biographies		Journal
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<b>Code</b>	<b>Standard</b>
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.

	Formatting Text	Lesson
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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.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.  |

	Formulas in Spreadsheets Unit Quiz	Quiz
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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.                |
| 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.  |

	Get Involved! Exploring Endangered Species Data	Journal
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Code

Standard

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



1.d.	Identify trends and forecast possibilities.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
6.a.	Understand and use technology systems.

Good Citizenship Digital Video	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.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.
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.
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.

Grammar Safari	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.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 in Spreadsheets Unit Quiz	Quiz
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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.
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.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.

	Graphing Weather	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.
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.

	Grocery Store Spreadsheet	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.
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.	
	Group Story	Journal
<b>Code</b>	<b>Standard</b>	
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
<b>Code</b>	<b>Standard</b>	
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.	
	Guidebook	Journal
<b>Code</b>	<b>Standard</b>	
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.

Habitat Presentation

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.
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.
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.

Historic Communities

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.	
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
<b>Code</b>	<b>Standard</b>	
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.	
	Home Sweet Home	Journal
<b>Code</b>	<b>Standard</b>	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
	How to Create a Bubble Map in Kidspiration	Web Link
<b>Code</b>	<b>Standard</b>	
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.	
	How Would You Feel?	Journal
<b>Code</b>	<b>Standard</b>	
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.	
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.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
	Hyphenating Words <span style="float: right;">Journal</span>
<b>Code</b>	<b>Standard</b>
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.
	Idea Webs <span style="float: right;">Lesson</span>
<b>Code</b>	<b>Standard</b>
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.
	Identifying Computer Devices <span style="float: right;">Journal</span>
<b>Code</b>	<b>Standard</b>
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

	Identity Theft Discussion for Grades 3-5	Discussion
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Code

Standard

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.

	Inappropriate Content Discussion	Discussion
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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.

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.

	Identifying Computer Devices	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.

	Jazz Instruments Presentation	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.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
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.	
	Keyboarding Test Level 1	Journal
<b>Code</b>	<b>Standard</b>	
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.	
	Keyboarding Test Level 2	Journal
<b>Code</b>	<b>Standard</b>	
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
<b>Code</b>	<b>Standard</b>	
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
<b>Code</b>	<b>Standard</b>	
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.	
	Life Slideshow Booklet	Journal
<b>Code</b>	<b>Standard</b>	
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.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Line Graphs	Lesson
<b>Code</b>	<b>Standard</b>	
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.	
	Lower Row	Lesson
<b>Code</b>	<b>Standard</b>	
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	
	Making a Schedule	Journal
<b>Code</b>	<b>Standard</b>	
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.	
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.	
	Math Video	Journal
<b>Code</b>	<b>Standard</b>	
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.	
	Measuring Matter	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.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.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.
Multiplying and Dividing <span style="float: right;">Lesson</span>	

Code	Standard
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
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.
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.
My State Research <span style="float: right;">Journal</span>	

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

Natural Resources Presentation		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.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.
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.
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.

Netiquette and Cyber Bullying Discussion		Discussion
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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.

Netiquette Discussion		Discussion
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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.b.	Select and use applications effectively and productively.	
	Network Basics	Lesson
<b>Code</b>	<b>Standard</b>	
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
<b>Code</b>	<b>Standard</b>	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
	Open Communication Discussion for Grades 3 - 5	Discussion
<b>Code</b>	<b>Standard</b>	
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.	
	Page Layout	Lesson
<b>Code</b>	<b>Standard</b>	
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.	

	Parts of a Spreadsheet	Lesson
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<b>Code</b>	<b>Standard</b>
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1.b.	Create original works as a means of personal or group expression.
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1.c.	Use models and simulations to explore complex systems and issues.
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2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
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3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
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3.d.	Process data and report results.
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4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
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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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	Personal Flag	Journal
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<b>Code</b>	<b>Standard</b>
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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.
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2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
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5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
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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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	Pie Charts	Lesson
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<b>Code</b>	<b>Standard</b>
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1.b.	Create original works as a means of personal or group expression.
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3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
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3.d.	Process data and report results.
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4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
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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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	Poem Creation and Design	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.
	Portrait of Myself <span style="float: right;">Journal</span>

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.
	Prescriptive Keyboarding (3-5) <span style="float: right;">Lesson</span>

Code	Standard
5.c.	Demonstrate personal responsibility for lifelong learning.
	Presentation Basics Quiz <span style="float: right;">Quiz</span>

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.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Printer <span style="float: right;">Lesson</span>

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.	
	Problem-Solution Presentation	Journal
<b>Code</b>	<b>Standard</b>	
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.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Processor and I/O Devices	Lesson
<b>Code</b>	<b>Standard</b>	
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.	
	Proofreading and Correcting 1	Game
<b>Code</b>	<b>Standard</b>	
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.	
	Proofreading and Correcting 2	Game



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.
Proofreading and Editing <span style="float: right;">Lesson</span>	

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.
Reading Visual Maps <span style="float: right;">Journal</span>	

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.

Research and Evaluation	Lesson
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<b>Code</b>	<b>Standard</b>
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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.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.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.
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.

Researching the Sun	Journal
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<b>Code</b>	<b>Standard</b>
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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.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.

Responding to Email Messages	Lesson
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<b>Code</b>	<b>Standard</b>
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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.
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.
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.

Revising and Formatting		Lesson
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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.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.

Ride Across America		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.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
<b>Code</b>	<b>Standard</b>	
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.	
	Safekeeping Personal Information Discussion	Discussion
<b>Code</b>	<b>Standard</b>	
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.b.	Select and use applications effectively and productively.	
	Scanner	Lesson
<b>Code</b>	<b>Standard</b>	
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.	
	Sending Email Messages	Lesson

Code	Standard
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.
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.
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.
	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 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.
	Smart Alert! Cyber Bullying Guide
	Journal

Code	Standard
1.b.	Create original works as a means of personal or group expression.
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.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
5.d.	Exhibit leadership for digital citizenship.
	Software Lesson
<b>Code</b>	<b>Standard</b>
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.
	Sourcing and Ethics Lesson
<b>Code</b>	<b>Standard</b>
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.
	Spreadsheet Basics Unit Quiz Quiz
<b>Code</b>	<b>Standard</b>
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.
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.

Technology Devices

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.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.d.	Transfer current knowledge to learning of new technologies.

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.	
	Tourism Guide	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.	
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.	
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.	
	Traveling to School	Journal
<b>Code</b>	<b>Standard</b>	
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.	
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.	
	Upper Row	Lesson
<b>Code</b>	<b>Standard</b>	
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.	
	Visual Mapping Unit Quiz	Quiz
<b>Code</b>	<b>Standard</b>	
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.	

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.
	Walk-a-thon Spreadsheet <span style="float: right;">Journal</span>

**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.

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.

**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.

Web Browsing Basics Unit Quiz

Quiz

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.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.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.d. Exhibit leadership for digital citizenship.

6.a. Understand and use technology systems.

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

Web Page 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.

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.

	Weekly Reading Graph	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.           |
| 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.   |

Windows and Controls

Lesson

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 Division Level 2	Journal
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<b>Code</b>	<b>Standard</b>
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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. |
| 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.  |

	Word Division Level 3	Journal
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<b>Code</b>	<b>Standard</b>
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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.  |

	Word Problems	Journal
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<b>Code</b>	<b>Standard</b>
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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.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Word Processing Basics Unit Quiz	Quiz
<b>Code</b>	<b>Standard</b>	
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.	
	Word Processing Unit Quiz	Quiz
<b>Code</b>	<b>Standard</b>	
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.	
	Working Online	Discussion
<b>Code</b>	<b>Standard</b>	
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	

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technology.

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|------|--|
| 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.  |
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## GRADE 3

	Animal Research Spreadsheet	Journal
<b>Code</b>	<b>Standard</b>	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
W.3.8	Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories.	
	Audience and Media	Discussion
<b>Code</b>	<b>Standard</b>	
W.3.10	Write routinely over extended time frames (time for research, reflection, and revision) and shorter time frames (a single sitting or a day or two) for a range of discipline- specific tasks, purposes, and audiences.	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
	Audience and Organization	Lesson
<b>Code</b>	<b>Standard</b>	
SL.3.5	Create engaging audio recordings of stories or poems that demonstrate fluid reading at an understandable pace; add visual displays when appropriate to emphasize or enhance certain facts or details.	
W.3.7	Conduct short research projects that build knowledge about a topic.	
	Bar Graphs	Lesson
<b>Code</b>	<b>Standard</b>	
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).	
SL.3.5	Create engaging audio recordings of stories or poems that demonstrate fluid reading at an understandable pace; add visual displays when appropriate to emphasize or enhance certain facts or details.	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
3.MD.3	Draw a scaled picture graph and a scaled bar graph to represent a data set with several categories. Solve one- and two-step "how many more" and "how many less" problems using information presented in scaled bar graphs.	
	Basic Components	Lesson
<b>Code</b>	<b>Standard</b>	

W.3.8	Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories.
	Birth Certificate Journal
Code	Standard
SL.3.5	Create engaging audio recordings of stories or poems that demonstrate fluid reading at an understandable pace; add visual displays when appropriate to emphasize or enhance certain facts or details.
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
	Book Report Progress Journal
Code	Standard
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
3.MD.3	Draw a scaled picture graph and a scaled bar graph to represent a data set with several categories. Solve one- and two-step "how many more" and "how many less" problems using information presented in scaled bar graphs.
	Browsing and URLs Lesson
Code	Standard
W.3.8	Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories.
	Cell Formatting Lesson
Code	Standard
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).
	Columns and Rows Lesson
Code	Standard
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).
	Composing Slides Lesson
Code	Standard
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).
SL.3.2	Determine the main ideas and supporting details of a text read aloud or information presented in diverse media and formats, including visually, quantitatively, and orally.

SL.3.5	Create engaging audio recordings of stories or poems that demonstrate fluid reading at an understandable pace; add visual displays when appropriate to emphasize or enhance certain facts or details.	
W.3.7	Conduct short research projects that build knowledge about a topic.	
	Computer Compatibility	Journal
Code	Standard	
W.3.2.a	Introduce a topic and group related information together; include illustrations when useful to aiding comprehension.	
W.3.2.b	Develop the topic with facts, definitions, and details.	
W.3.2.c	Use linking words and phrases (e.g., also, another, and, more, but) to connect ideas within categories of information.	
	Computer Rules Sign	Journal
Code	Standard	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
	Correcting Hyphenation	Journal
Code	Standard	
RF.3.3.c	Decode multisyllable words.	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
	Correcting Words	Journal
Code	Standard	
L.3.1.f	Ensure subject-verb and pronoun-antecedent agreement.	
L.3.1.i	Produce simple, compound, and complex sentences.	
L.3.2.e	Use conventional spelling for high-frequency and other studied words and for adding suffixes to base words (e.g., sitting, smiled, cries, happiness).	
W.3.5	With guidance and support from peers and adults, develop and strengthen writing as needed by planning, revising, and editing.	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
	Creating a Newsletter	Journal
Code	Standard	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	

	Creating a Portfolio	Journal
<b>Code</b>	<b>Standard</b>	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
	Creating and Organizing Content	Lesson
<b>Code</b>	<b>Standard</b>	
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
	Creating Documents	Lesson
<b>Code</b>	<b>Standard</b>	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
	Cumulative Story	Journal
<b>Code</b>	<b>Standard</b>	
W.3.3.a	Establish a situation and introduce a narrator and/or characters; organize an event sequence that unfolds naturally.	
W.3.3.b	Use dialogue and descriptions of actions, thoughts, and feelings to develop experiences and events or show the response of characters to situations.	
W.3.3.c	Use temporal words and phrases to signal event order.	
W.3.5	With guidance and support from peers and adults, develop and strengthen writing as needed by planning, revising, and editing.	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
	Desktop	Lesson
<b>Code</b>	<b>Standard</b>	
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
	Desktop Publishing	Lesson
<b>Code</b>	<b>Standard</b>	
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).	

W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
	Devices and Compatibility Discussion
<b>Code</b>	<b>Standard</b>
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
	Enhancing Slides Lesson
<b>Code</b>	<b>Standard</b>
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).
SL.3.5	Create engaging audio recordings of stories or poems that demonstrate fluid reading at an understandable pace; add visual displays when appropriate to emphasize or enhance certain facts or details.
W.3.7	Conduct short research projects that build knowledge about a topic.
	Formats and Outlining Lesson
<b>Code</b>	<b>Standard</b>
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
	Formatting a Poem Journal
<b>Code</b>	<b>Standard</b>
W.3.3.a	Establish a situation and introduce a narrator and/or characters; organize an event sequence that unfolds naturally.
W.3.3.c	Use temporal words and phrases to signal event order.
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
	Formatting Biographies Journal
<b>Code</b>	<b>Standard</b>
W.3.2.a	Introduce a topic and group related information together; include illustrations when useful to aiding comprehension.
W.3.2.b	Develop the topic with facts, definitions, and details.
W.3.3.a	Establish a situation and introduce a narrator and/or characters; organize an event sequence that unfolds naturally.
W.3.3.b	Use dialogue and descriptions of actions, thoughts, and feelings to develop experiences and events or show the response of characters to situations.
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.

	Formatting Text	Lesson
<b>Code</b>	<b>Standard</b>	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
	Good Citizenship Digital Video	Journal
<b>Code</b>	<b>Standard</b>	
SL.3.5	Create engaging audio recordings of stories or poems that demonstrate fluid reading at an understandable pace; add visual displays when appropriate to emphasize or enhance certain facts or details.	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
W.3.7	Conduct short research projects that build knowledge about a topic.	
	Grammar Safari	Journal
<b>Code</b>	<b>Standard</b>	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
	Graphing in Spreadsheets Unit Quiz	Quiz
<b>Code</b>	<b>Standard</b>	
3.MD.3	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Guidebook	Journal
<b>Code</b>	<b>Standard</b>	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
	Home Row	Lesson
<b>Code</b>	<b>Standard</b>	
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).	
	Hyphenating Words	Journal
<b>Code</b>	<b>Standard</b>	
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	
	Idea Webs	Lesson
<b>Code</b>	<b>Standard</b>	
SL.3.5	Create engaging audio recordings of stories or poems that demonstrate fluid reading at an understandable pace; add visual displays when appropriate to emphasize or enhance certain facts or details.	

W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
	Identifying Computer Devices Journal
<b>Code</b>	<b>Standard</b>
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
	Jazz Instruments Presentation Journal
<b>Code</b>	<b>Standard</b>
RL.3.5	Refer to parts of stories, dramas, and poems when writing or speaking about a text, using terms such as chapter, scene, and stanza; describe how each successive part builds on earlier sections.
SL.3.5	Create engaging audio recordings of stories or poems that demonstrate fluid reading at an understandable pace; add visual displays when appropriate to emphasize or enhance certain facts or details.
W.3.8	Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories.
	Keyboarding Test Level 1 Journal
<b>Code</b>	<b>Standard</b>
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
	Keyword Searches Lesson
<b>Code</b>	<b>Standard</b>
W.3.8	Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories.
	Life Slide Show Journal
<b>Code</b>	<b>Standard</b>
SL.3.5	Create engaging audio recordings of stories or poems that demonstrate fluid reading at an understandable pace; add visual displays when appropriate to emphasize or enhance certain facts or details.
	Line Graphs Lesson
<b>Code</b>	<b>Standard</b>
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).
SL.3.5	Create engaging audio recordings of stories or poems that demonstrate fluid reading at an understandable pace; add visual displays when appropriate to emphasize or enhance certain facts or details.

W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	Lower Row	Lesson
<b>Code</b>	<b>Standard</b>		
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).	Making a Schedule	Journal
<b>Code</b>	<b>Standard</b>		
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	Number Row	Lesson
<b>Code</b>	<b>Standard</b>		
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).	Page Layout	Lesson
<b>Code</b>	<b>Standard</b>		
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).		
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.	Parts of a Spreadsheet	Lesson
<b>Code</b>	<b>Standard</b>		
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).		
3.MD.3	Draw a scaled picture graph and a scaled bar graph to represent a data set with several categories. Solve one- and two-step "how many more" and "how many less" problems using information presented in scaled bar graphs.		
3.MD.4	Generate measurement data by measuring lengths using rulers marked with halves and fourths of an inch. Show the data by making a line plot, where the horizontal scale is marked off in appropriate units-whole numbers, halves, or quarters.	Pie Charts	Lesson
<b>Code</b>	<b>Standard</b>		



SL.3.5	Create engaging audio recordings of stories or poems that demonstrate fluid reading at an understandable pace; add visual displays when appropriate to emphasize or enhance certain facts or details.		
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.		
3.MD.3	Draw a scaled picture graph and a scaled bar graph to represent a data set with several categories. Solve one- and two-step "how many more" and "how many less" problems using information presented in scaled bar graphs.		
	Printer		Lesson
<b>Code</b>	<b>Standard</b>		
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).		
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.		
	Proofreading and Correcting 1		Practice
<b>Code</b>	<b>Standard</b>		
L.3.2.c	Use commas and quotation marks in dialogue.		
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.		
	Proofreading and Editing		Lesson
<b>Code</b>	<b>Standard</b>		
W.3.5	With guidance and support from peers and adults, develop and strengthen writing as needed by planning, revising, and editing.		
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.		
	Research and Evaluation		Journal
<b>Code</b>	<b>Standard</b>		
W.3.8	Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories.		
	Responding to Email Messages		Lesson
<b>Code</b>	<b>Standard</b>		
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).		
	Revising and Formatting		Lesson
<b>Code</b>	<b>Standard</b>		

RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
	Ride Across America Journal
<b>Code</b>	<b>Standard</b>
W.3.2.a	Introduce a topic and group related information together; include illustrations when useful to aiding comprehension.
W.3.2.b	Develop the topic with facts, definitions, and details.
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
	Scanner Lesson
<b>Code</b>	<b>Standard</b>
L.3.3.a	Choose words and phrases for effect.
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
	Sending Email Messages Lesson
<b>Code</b>	<b>Standard</b>
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).
	Shift Key Lesson
<b>Code</b>	<b>Standard</b>
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).
	Software Lesson
<b>Code</b>	<b>Standard</b>
SL.3.5	Create engaging audio recordings of stories or poems that demonstrate fluid reading at an understandable pace; add visual displays when appropriate to emphasize or enhance certain facts or details.
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
	Student Information Spreadsheet Journal
<b>Code</b>	<b>Standard</b>
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.

W.3.8	Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories.		
	Tables and Data		Lesson
Code	Standard		
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).		
	Technology Devices		Journal
Code	Standard		
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.		
	Toolbars and Menus		Lesson
Code	Standard		
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).		
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.		
	Upper Row		Lesson
Code	Standard		
RI.3.7	Use information gained from illustrations (e.g., maps, photographs) and the words in a text to demonstrate understanding of the text (e.g., where, when, why, and how key events occur).		
	Web Page Design		Journal
Code	Standard		
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.		
	Weekly Reading Graph		Journal
Code	Standard		
SL.3.5	Create engaging audio recordings of stories or poems that demonstrate fluid reading at an understandable pace; add visual displays when appropriate to emphasize or enhance certain facts or details.		
W.3.6	With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.		
3.MD.3	Draw a scaled picture graph and a scaled bar graph to represent a data set with several categories. Solve one- and two-step "how many more" and "how many less" problems using information presented in scaled bar graphs.		