# Kindergarten Unit 1: Foundations

TOPIC	Nove mber	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Computer Fundamentals	Week 1	Working Online	8.1.2.A.1	Whole Group	Discussion	30
These items set a firm	Week 2	Following Computer Rules	8.1.2.A.1	Whole Group	Journal	30
foundation for safe, appropriate, and effective technology use	Week 3	Safe Site Strategies	8.1.2.A.1	Whole Group	Discussion	30
throughout the year.	Week 4	Open Communication	8.1.2.A.1	Whole Group	Discussion	30

### Kindergarten Unit 2: Computer Fundamentals & Graphics

TOPIC	December	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
Computer Fundamentals (NOT Mouse	Week 1	Select, Drag, and Double- click	8.1.2.A.1	Whole Group	Lesson	8
Basics)		Select, Drag, and Double- click	8.1.2.A.1	Work Stations	Lesson	8
		Processor and I/O Devices	8.1.2.A.1	Whole Group	Lesson	9
Computor	Week 2	Processor and I/O Devices	8.1.2.A.1	Work Stations	Lesson	9
Fundamentals	Computer undamentals Week 3	Symbols of Technology	8.1.2.A.1	Whole Group	Lesson	12
		Symbols of Technology	8.1.2.A.1	Work Stations	Lesson	12
Beginning		Brushes and Lines	8.1.2.A.1	Whole Group	Lesson	9
Graphics	Week 4	Brushes and Lines	8.1.2.A.1	Work Stations	Lesson	9

## Kindergarten Unit 3: Beginning Graphics

TOPIC	January	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
		Shapes and Fills	8.1.2.A.1	Whole Group	Lesson	12
	Week 1	Shapes and Fills	8.1.2.A.1	Work Stations	Lesson	12
Beginning Graphics		Portrait of Myself	8.1.2.B. 1	Whole Group	Journal	30
	Week 2	Portrait of Myself	8.1.2.B. 1	Work Stations	Journal	30
Remember to use your favorite free interactive		Drawing a Plant	8.1.2.B. 1	Whole Group	Journal	20-30
drawing/paint websites.	Week 3	Drawing a Plant	8.1.2.B. 1	Work Stations	Journal	20-30
Computer Fundamentals	Week 4	Lab Rules Sign	8.1.2.D. 1	Work Stations	Journal	20

### Kindergarten Unit 4: Introduction to Keyboards

TOPIC	February	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
		ABCDE	8.1.2.A.1	Whole Group	Lesson	7
	Week 1	ABCDE (Practice/Review)	8.1.2.A.1	Work Stations	Lesson	7
	Week 2	FGHIJ	8.1.2.A.1	Work Stations	Lesson	7
		FGHIJ (Practice/Review)	8.1.2.A.1	Work Stations	Lesson	7
Introduction		KLMNO	8.1.2.A.1	Work Stations	Lesson	6
to Keyboards	Keyboards	KLMNO (Practice/Review)	8.1.2.A.1	Work Stations	Lesson	6
Reyboards		PQRST	8.1.2.A.1	Work Stations	Lesson	6
	Week 4	PQRST (Practice/Review)	8.1.2.A.1	Work Stations	Lesson	6

# Kindergarten Unit 5: Introduction to Keyboards

TOPIC	March	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
		UVWXYZ	8.1.2.A.1	Work Stations	Lesson	10
	Week 1	UVWXYZ (Practice/Review)	8.1.2.A.1	Work Stations	Lesson	10
		Beginning Sounds	8.1.2.A.1	Whole Group	Journal	30
	Week 2	Beginning Sounds	8.1.2.A.1	Work Stations	Journal	30
		Numbers	8.1.2.A.1	Whole Group	Lesson	10
Introduction to	Week 3	Numbers	8.1.2.A.1	Work Stations	Lesson	10
Keyboards	Keyboards  Week 4	Typing Numbers	8.1.2.A.1	Whole Group	Journal	30
		Typing Numbers	8.1.2.A.1	Work Stations	Journal	30

### Kindergarten Unit 6: Introduction to Keyboards

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

### Kindergarten Unit 7: Computer Fundamentals

TOPIC	May	CURRICULUM TITLE	NJSLS	IMPLEMENTATION MODEL	TYPE	MINUTES
		Data Storage	8.1.2.A.1	Whole Group	Lesson	7
Computor	Week 1	Data Storage	8.1.2.A.1	Work Stations	Lesson	7
Computer Fundamentals		Printer	8.1.2.A.1	Whole Group	Lesson	12
	Week 2	Printer	8.1.2.A.1	Work Stations	Lesson	12
Review	Week 3	Catch Up & Review				
	Week 4	Catch Up & Review				

### Kindergarten Unit 8: Computer Fundamentals

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

	KINDERGARTEN	
	A B C D E Lesson	
Code	Standard	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	om
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.	
	Animal Story Journal	
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
	Attributes and Linking Lesson	
Code	Standard	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	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 technol learning, and productivity.	ogy that supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and pro-	ductively.
	Beginning Sounds	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new idea	as, products, or processes.
1.c.	Use models and simulations to explore comple	x systems and issues.
2.b.	Communicate information and ideas effectively variety of media and formats.	to multiple audiences using a
5.a.	Advocate and practice safe, legal, and respons technology.	sible use of information and
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and pro-	ductively.
	Brushes and Lines	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new idea	as, products, or processes.
1.b.	Create original works as a means of personal o	or group expression.
2.b.	Communicate information and ideas effectively variety of media and formats.	to multiple audiences using a
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and pro-	ductively.
	Clapping Syllables	Journal
Code	Standard	
6.a.	Understand and use technology systems.	
	Computer Parts Memory	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new idea	as, products, or processes.
5.a.	Advocate and practice safe, legal, and respons technology.	
	Exhibit a positive attitude toward using technol	agy that supports collaboration
5.b.	learning, and productivity.	ogy that supports collaboration,
5.b. 6.a.		ogy that supports collaboration,

	Creating Documents	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ide	eas, products, or processes.
1.b.	Create original works as a means of personal	or group expression.
2.a.	Interact, collaborate, and publish with peers, evariety of digital environments and media.	experts, or others employing a
2.b.	Communicate information and ideas effectivel variety of media and formats.	y to multiple audiences using a
5.a.	Advocate and practice safe, legal, and respon technology.	sible use of information and
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and pro	oductively.
	Cursor, Arrows, and Tab	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ide	eas, products, or processes.
2.b.	Communicate information and ideas effectivel variety of media and formats.	y to multiple audiences using a
5.a.	Advocate and practice safe, legal, and respon technology.	sible use of information and
5.b.	Exhibit a positive attitude toward using technolearning, and productivity.	plogy that supports collaboration,
6.a.	Understand and use technology systems.	
	Data Storage	Lesson
Code	Standard	
5.a.	Advocate and practice safe, legal, and respon technology.	sible use of information and
5.b.	Exhibit a positive attitude toward using technol learning, and productivity.	ology that supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and pro	oductively.
	Data Storage Match	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ide	eas, products, or processes.
1.c.	Use models and simulations to explore compl	ex systems and issues.
5.a.	Advocate and practice safe, legal, and respon	sible use of information and
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	technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and product	tively.
	Databases: Data Classification	Lesson
Code	Standard	
2.d.	Contribute to project teams to produce original wo	rks or solve problems.
3.b.	Locate, organize, analyze, evaluate, synthesize, and a variety of sources and media.	d ethically use information from
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or	complete a project.
4.c.	Collect and analyze data to identify solutions and/o	or make informed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and product	tively.
6.d.	Transfer current knowledge to learning of new tech	•
	Databases: Data Classification Journal	Journal
Code	Standard	
3.b.	Locate, organize, analyze, evaluate, synthesize, and a variety of sources and media.	d ethically use information from
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/o	or make informed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and product	tively.
	Databases: Search and Filter	Lesson
Code	Standard	
3.b.	Locate, organize, analyze, evaluate, synthesize, and a variety of sources and media.	d ethically use information from
3.c.	Evaluate and select information sources and digital appropriateness to specific tasks.	I tools based on the
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/o	or make informed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and product	tively.
	Databases: Search and Filter Journal	Journal
Code	Standard	
1.c.	Use models and simulations to explore complex sy	and the same of the same of

3.b.	Locate, organize, analyze, evaluate, synthesize, and ethical a variety of sources and media.	lly use information from
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 comple	ete 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 a variety of sources and media.	use information from
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make in	formed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Databases: Sort and Filter Journal	Journal
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or othe variety of digital environments and media.	ers employing a
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically a variety of sources and media.	use information from
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete	e a project.
4.c.	Collect and analyze data to identify solutions and/or make in	formed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Databases: Tables, Records, and Fields	Lesson
Code	Standard	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically a variety of sources and media.	use information from
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make in	formed decisions.

6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Databases: Tables, Records, and Fields Journal	
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information fro 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	
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 fro 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.	om
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Drawing a Plant Journal	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Drawing a Vehicle Journal	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
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6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	FGHIJ	Lesson
Code	Standard	
3.c.	Evaluate and select information sources and digital tools bappropriateness to specific tasks.	pased on the
5.a.	Advocate and practice safe, legal, and responsible use of technology.	information and
6.a.	Understand and use technology systems.	
	Finding Information	Discussion
Code	Standard	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make	informed decisions.
	Following Computer Rules	Journal
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
	•	information and
5.b.	•	
5.b. 6.a.	technology.  Exhibit a positive attitude toward using technology that su	
	technology.  Exhibit a positive attitude toward using technology that su learning, and productivity.	

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 expr	ression.
2.a.	Interact, collaborate, and publish with peers, experts, or oth variety of digital environments and media.	ners employing a
2.b.	Communicate information and ideas effectively to multiple variety of media and formats.	audiences using a
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that sup learning, and productivity.	ports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
1	Group Story	Journal

Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Grouping and Labeling Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	How to Create a Bubble Map in Kidspiration Web Link	
Code	Standard Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
6.a.	Understand and use technology systems.	
	I Belong To Many Groups Journal	

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

1.b.	Create original works as a means of personal or group	expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and et a variety of sources and media.	hically use information from
3.d.	Process data and report results.	
5.b.	Exhibit a positive attitude toward using technology that learning, and productivity.	t supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productivel	y.
	Math Video	Journal
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, prod	ucts, 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 variety of digital environments and media.	or others employing a
2.b.	Communicate information and ideas effectively to mult variety of media and formats.	iple audiences using a
2.d.	Contribute to project teams to produce original works	or solve problems.
3.b.	Locate, organize, analyze, evaluate, synthesize, and et a variety of sources and media.	hically use information from
3.c.	Evaluate and select information sources and digital too appropriateness to specific tasks.	ols based on the
4.b.	Plan and manage activities to develop a solution or co	mplete a project.
6.b.	Select and use applications effectively and productivel	y.
6.d.	Transfer current knowledge to learning of new technology	ogies.
	Netiquette and Cyber Bullying Discussion	Discussion
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or variety of digital environments and media.	or others employing a
5.a.	Advocate and practice safe, legal, and responsible use technology.	e of information and
5.b.	Exhibit a positive attitude toward using technology that learning, and productivity.	t supports collaboration,

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

2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
	Personal Flag Journal
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Poem Creation and Design Journal
Code	Standard
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Portrait of Myself Journal
Code	Standard
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
07-15	

Printer	Lesson
1 111101	2000011

Code	Standard Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.c.	Troubleshoot systems and applications.
6.d.	Transfer current knowledge to learning of new technologies.
	Processor and I/O Devices Lesson
Code	Standard
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Reading Visual Maps Journal
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Safe Site Strategies Discussion Discussion
Code	Standard
1.c.	Use models and simulations to explore complex systems and issues.
07-15	

5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
	Scanner Scanner
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Select, Drag, and Double-click Lesson
Code	Select, Drag, and Double-click Lesson Standard
Code 3.b.	
	Standard  Locate, organize, analyze, evaluate, synthesize, and ethically use information from
3.b.	Standard  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Exhibit a positive attitude toward using technology that supports collaboration,
3.b. 5.b.	Standard  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
3.b. 5.b. 6.a.	Standard  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.  Understand and use technology systems.
3.b. 5.b. 6.a. 6.b.	Standard  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.  Understand and use technology systems.  Select and use applications effectively and productively.
3.b. 5.b. 6.a. 6.b.	Standard  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.  Understand and use technology systems.  Select and use applications effectively and productively.  Transfer current knowledge to learning of new technologies.
3.b. 5.b. 6.a. 6.b. 6.d.	Standard  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.  Understand and use technology systems.  Select and use applications effectively and productively.  Transfer current knowledge to learning of new technologies.  Shapes and Fills  Lesson
3.b. 5.b. 6.a. 6.b. 6.d.	Standard  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.  Understand and use technology systems.  Select and use applications effectively and productively.  Transfer current knowledge to learning of new technologies.  Shapes and Fills  Lesson  Standard
3.b. 5.b. 6.a. 6.b. 6.d.  Code 1.a.	Standard  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.  Understand and use technology systems.  Select and use applications effectively and productively.  Transfer current knowledge to learning of new technologies.  Shapes and Fills  Lesson  Standard  Apply existing knowledge to generate new ideas, products, or processes.
3.b. 5.b. 6.a. 6.b. 6.d.  Code 1.a. 1.b.	Standard  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.  Understand and use technology systems.  Select and use applications effectively and productively.  Transfer current knowledge to learning of new technologies.  Shapes and Fills  Lesson  Standard  Apply existing knowledge to generate new ideas, products, or processes.  Create original works as a means of personal or group expression.  Communicate information and ideas effectively to multiple audiences using a variety of
3.b. 5.b. 6.a. 6.b. 6.d.  Code 1.a. 1.b. 2.b.	Standard  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.  Understand and use technology systems.  Select and use applications effectively and productively.  Transfer current knowledge to learning of new technologies.  Shapes and Fills  Lesson  Standard  Apply existing knowledge to generate new ideas, products, or processes.  Create original works as a means of personal or group expression.  Communicate information and ideas effectively to multiple audiences using a variety of media and formats.  Advocate and practice safe, legal, and responsible use of information and

6.b.	Select and use applications effectively and productively.		
	Shift and Symbols Les	son	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, products, or products, or products are supplied to the supplin	rocesses.	
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 inform technology.	ation and	
5.b.	Exhibit a positive attitude toward using technology that supports	s collaboration,	
6.a.	learning, and productivity.  Understand and use technology systems.		
		son	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, products, or products, or products are the second se	rocesses.	
1.c.	Use models and simulations to explore complex systems and is:	sues.	
3.c.	Evaluate and select information sources and digital tools based appropriateness to specific tasks.	Evaluate and select information sources and digital tools based on the	
5.a.	Advocate and practice safe, legal, and responsible use of inform technology.	ation and	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	Sorting Sets Jou	rnal	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, products, or products, or products are sense.	rocesses.	
1.b.	Create original works as a means of personal or group expression	n.	
1.c.	Use models and simulations to explore complex systems and is	sues.	
2.b.	Communicate information and ideas effectively to multiple audie variety of media and formats.	nces using a	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use a variety of sources and media.	e information from	
5.a.	Advocate and practice safe, legal, and responsible use of inform technology.	ation and	
5.b.	Exhibit a positive attitude toward using technology that supports learning, and productivity.	s collaboration,	
07-15			

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.
	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. technology.	Advocate and practice safe, legal, and responsible use of information and
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. of	Communicate information and ideas effectively to multiple audiences using a variety
	media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.

6.a. Understand and use technology systems.  Typing Numbers Journal  Code Standard  5.a. Advocate and practice safe, legal, and responsible use of information and technology.  5.b. Exhibit a positive attitude toward using technology that supports  collaboration, learning, and productivity.  Understand and use technology systems.  U V W X Y Z Lesson  Code Standard  1.a. Apply existing knowledge to generate new ideas, products, or processes.  2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.  5.a. Advocate and practice safe, legal, and responsible use of information and technology.  5.b. Exhibit a positive attitude toward using technology that supports  6.a. Understand and use technology systems.  Code Standard  5.b. Exhibit a positive attitude toward using technology that supports  collaboration, learning, and productivity.  6.a. Understand and use technology systems.  Words, Spaces, and Enter Lesson  Code Standard  1.a. Apply existing knowledge to generate new ideas, products, or processes.  Advocate and practice safe, legal, and responsible use of information and technology.	5.b.		Exhibit a positive attitude toward using technology that supposed collaboration, learning, and productivity.	orts
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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  6.a. Understand and use technology that supports Lesson collaboration, learning, and productivity.  Code Standard  5.b. Exhibit a positive attitude toward using technology that supports  collaboration, learning, and productivity.  6.a. Understand and use technology systems.  Words, Spaces, and Enter Lesson  Code Standard  1.a. Apply existing knowledge to generate new ideas, products, or processes.  5.a. Advocate and practice safe, legal, and responsible use of information and	1.a.		Apply existing knowledge to generate new ideas, products, o	r processes.
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Code Standard  5.b. Exhibit a positive attitude toward using technology that supports  collaboration, learning, and productivity.  6.a. Understand and use technology systems.  Words, Spaces, and Enter Lesson  Code Standard  1.a. Apply existing knowledge to generate new ideas, products, or processes.  5.a. Advocate and practice safe, legal, and responsible use of information and	5.b.		Exhibit a positive attitude toward using technology that suppose	orts
Code  Standard  5.b. Exhibit a positive attitude toward using technology that supports  collaboration, learning, and productivity.  6.a. Understand and use technology systems.  Words, Spaces, and Enter  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		6.a.	Understand and use technology system controls I	_esson
5.b. Exhibit a positive attitude toward using technology that supports  collaboration, learning, and productivity.  6.a. Understand and use technology systems.  Words, Spaces, and Enter Lesson  Code Standard  1.a. Apply existing knowledge to generate new ideas, products, or processes.  5.a. Advocate and practice safe, legal, and responsible use of information and			collaboration, learning, and productivity.	
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6.a. Understand and use technology systems.  Words, Spaces, and Enter Lesson  Code Standard  1.a. Apply existing knowledge to generate new ideas, products, or processes.  5.a. Advocate and practice safe, legal, and responsible use of information and	5.b.		Exhibit a positive attitude toward using technology that suppose	orts
Words, Spaces, and Enter  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				
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	6.a.		Understand and use technology systems.	
<ul><li>1.a. Apply existing knowledge to generate new ideas, products, or processes.</li><li>5.a. Advocate and practice safe, legal, and responsible use of information and</li></ul>			Words, Spaces, and Enter	Lesson
5.a. Advocate and practice safe, legal, and responsible use of information and	Code		Standard	
	1.a.		Apply existing knowledge to generate new ideas, products, o	r processes.
	5.a.			ormation and

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

	KINDERGARTEN	
	ABCDE	Lesson
Code	Standard	
RF.K.3.b	Associate the long and short sounds with common spelling five major vowels.	gs (graphemes) for the
	Animal Story	Journal
Code	Standard	
SL.K.5	Add drawings or other visual displays to descriptions as de additional detail.	esired to provide
W.K.6	With guidance and support from adults, explore a variety o produce and publish writing, including in collaboration with peers.	f digital tools to
	Attributes and Linking	Lesson
Code	Standard	
RI.K.7	With prompting and support, describe the relationship betwand the text in which they appear (e.g., what person, place text an illustration depicts).	
RI.K.9	With prompting and support, identify basic similarities in artwo texts on the same topic (e.g., in illustrations, descriptions, descriptions).	
RL.K.7	With prompting and support, describe the relationship between the story in which they appear (e.g., what moment in a stor depicts).	
	Basic Design	Discussion
Code	Standard	
SL.K.1.a	Follow agreed-upon rules for discussions (e.g., listening to turns speaking about the topics and texts under discussion	•
W.K.6	With guidance and support from adults, explore a variety of produce and publish writing, including in collaboration with peers.	f digital tools to
	Beginning Sounds	Journal
Code	Standard	
RF.K.3.b	Associate the long and short sounds with common spelling five major vowels.	gs (graphemes) for the
W.K.6	With guidance and support from adults, explore a variety of produce and publish writing, including in collaboration with peers.	f digital tools to

	Brushes and Lines	Lesson
Code	Standard	
SL.K.5	Add drawings or other visual displays to descriptions as cadditional detail.	desired to provide
W.K.6	With guidance and support from adults, explore a variety and publish writing, including in collaboration with peers.	of digital tools to produce
	Clapping Syllables	Journal
Code	Standard	
RF.K.2.b	Count, pronounce, blend, and segment syllables in spoke	en words.
SL.K.5	Add drawings or other visual displays to descriptions as cadditional detail.	desired to provide
W.K.6	With guidance and support from adults, explore a variety and publish writing, including in collaboration with peers.	of digital tools to produce
	Computer Parts Memory	Journal
Code	Standard	
L.K.6	Use words and phrases acquired through conversations, to, and responding to texts.	reading and being read
	Data Storage	Lesson
Code	Standard	
W.K.6	With guidance and support from adults, explore a variety and publish writing, including in collaboration with peers.	of digital tools to produce
K.G.1	Describe objects in the environment using names of shap relative positions of these objects using terms such as ab front of, behind, and next to.	
K.G.5	Model shapes in the world by building shapes from comp clay balls) and drawing shapes.	onents (e.g., sticks and
	Data Storage Bingo	Journal
Code	Standard	
L.K.6	Use words and phrases acquired through conversations, to, and responding to texts.	reading and being read
	Designing a Visual Map	Journal
Code	Standard	
RF.K.2.a	Recognize and produce rhyming words.	

SL.K.5	Add drawings or other visual displays to descriptions as desired to provide additional detail.	
W.K.6	With guidance and support from adults, explore a variety of digital tools to produce and publish writing, including in collaboration with peers.	
	Drawing a Vehicle	Journal
Code	Standard	
K.G.5	Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes.	
	FGHIJ	Lesson
Code	Standard	
RF.K.3.b	Associate the long and short sounds with common spelling five major vowels.	gs (graphemes) for the
	Grouping and Labeling	Lesson
Code	Standard	
L.K.5.a	Sort common objects into categories (e.g., shapes, foods) the concepts the categories represent.	•
	KLMNO	Lesson
Code	Standard	
RF.K.3.b	Associate the long and short sounds with common spelling five major vowels.	gs (graphemes) for the
	Lab Rules Sign	Journal
Code	Standard	
SL.K.5	Add drawings or other visual displays to descriptions as de additional detail.	esired to provide
	Living Things	Journal
Code	Standard	
RF.K.4	Read emergent-reader texts with purpose and understandi	ng.
	Numbers	Lesson
Code	Standard	
K.CC.5	Count to answer "how many?" questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or as many as 10 things in a scattered configuration; given a number from 1-20, count out that many objects.	
	PQRST	Lesson
Code	Standard	

RF.K.3.b	Associate the long and short sounds with common spellings (graphemes) for the five major vowels.
	Personal Flag Journal
Code	Standard
SL.K.5	Add drawings or other visual displays to descriptions as desired to provide additional detail.
W.K.6	With guidance and support from adults, explore a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Portrait of Myself Journal
Code	Standard
SL.K.5	Add drawings or other visual displays to descriptions as desired to provide additional detail.
W.K.6	With guidance and support from adults, explore a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Printer Lesson
Code	Standard
W.K.6	With guidance and support from adults, explore a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Processor and I/O Devices Lesson
Code	Standard
W.K.6	With guidance and support from adults, explore a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Reading Visual Maps Journal
Code	Standard
SL.K.5	Add drawings or other visual displays to descriptions as desired to provide additional detail.
W.K.6	With guidance and support from adults, explore a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Scanner Lesson
Code	Standard
L.K.6	Use words and phrases acquired through conversations, reading and being read to, and responding to texts.
W.K.6	With guidance and support from adults, explore a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Select, Drag, and Double-click Lesson

Code	Standard
L.K.5.a	Sort common objects into categories (e.g., shapes, foods) to gain a sense of the concepts the categories represent.
	Shapes and Fills Lesson
Code	Standard
SL.K.5	Add drawings or other visual displays to descriptions as desired to provide additional detail.
WIZ C	With a violence and a consent frame advite a contain a variety of distinct to date
W.K.6	With guidance and support from adults, explore a variety of digital tools to produce and publish writing, including in collaboration with peers.
K.G.1	Describe objects in the environment using names of shapes, and describe the relative positions of these objects using terms such as above, below, beside, in front of, behind, and next to.
	Shift and Symbols Lesson
Code	Standard
W.K.6	With guidance and support from adults, explore a variety of digital tools to produce and publish writing, including in collaboration with peers.
	Touch Keyboarding Discussion
Code	Standard
SL.K.1.a	Follow agreed-upon rules for discussions (e.g., listening to others and taking turns speaking about the topics and texts under discussion).
SL.K.6	Speak audibly and express thoughts, feelings, and ideas clearly.
	Typing Numbers Journal
Code	Standard
K.CC.3	Write numbers from 0 to 20. Represent a number of objects with a written numeral 0-20 (with 0 representing a count of no objects).
K.CC.5	Count to answer "how many?" questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or as many as 10 things in a scattered configuration; given a number from 1-20, count out that many objects.
K.CC.6	Identify whether the number of objects in one group is greater than, less than, or equal to the number of objects in another group, e.g., by using matching and counting strategies.
	U V W X Y Z Lesson
Code	Standard