Kindergarten Unit 1: Foundations

TOPIC	November	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 foundation for safe, appropriate, and effective technology use throughout the year.	Week 2	Following Computer Rules	8.1.2.A.1	Whole Group	Journal	30
	Week 3	Safe Site Strategies	8.1.2.A.1	Whole Group	Discussion	30
	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 Basics)	Week 1	Select, Drag, and Double-click	8.1.2.A.1	Whole Group	Lesson	8
		Select, Drag, and Double-click	8.1.2.A.1	Work Stations	Lesson	8
Computer Fundamentals	Week 2	Processor and I/O Devices	8.1.2.A.1	Whole Group	Lesson	9
		Processor and I/O Devices	8.1.2.A.1	Work Stations	Lesson	9
	Week 3	Symbols of Technology	8.1.2.A.1	Whole Group	Lesson	12
		Symbols of Technology	8.1.2.A.1	Work Stations	Lesson	12
Beginning Graphics	Week 4	Brushes and Lines	8.1.2.A.1	Whole Group	Lesson	9
		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
Beginning Graphics	Week 1	Shapes and Fills	8.1.2.A.1	Whole Group	Lesson	12
		Shapes and Fills	8.1.2.A.1	Work Stations	Lesson	12
		Portrait of Myself	8.1.2.B.1	Whole Group	Journal	30
Remember to use your favorite free interactive drawing/paint websites.	Week 2	Portrait of Myself	8.1.2.B.1	Work Stations	Journal	30
	Week 3	Drawing a Plant	8.1.2.B.1	Whole Group	Journal	20-30
		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
Introduction to Keyboards	Week 1	ABCDE	8.1.2.A.1	Whole Group	Lesson	7
		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
	Week 3	KLMNO	8.1.2.A.1	Work Stations	Lesson	6
		KLMNO (Practice/Review)	8.1.2.A.1	Work Stations	Lesson	6
	Week 4	PQRST	8.1.2.A.1	Work Stations	Lesson	6
		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
Introduction to Keyboards	Week 1	UVWXYZ	8.1.2.A.1	Work Stations	Lesson	10
		UVWXYZ (Practice/Review)	8.1.2.A.1	Work Stations	Lesson	10
	Week 2	Beginning Sounds	8.1.2.A.1	Whole Group	Journal	30
		Beginning Sounds	8.1.2.A.1	Work Stations	Journal	30
	Week 3	Numbers	8.1.2.A.1	Whole Group	Lesson	10
		Numbers	8.1.2.A.1	Work Stations	Lesson	10
	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
Introduction to Keyboards	Week 1	Words, Spaces, and Enter	8.1.2.A.1	Whole Group	Lesson	10
		Words, Spaces, and Enter	8.1.2.A.1	Work Stations	Lesson	10
	Week 2	Cursor, Arrow, and Tab	8.1.2.A.1	Whole Group	Lesson	9
		Cursor, Arrow, and Tab	8.1.2.A.1	Work Stations	Lesson	9
	Week 3	Shift and Symbols	8.1.2.A.1	Whole Group	Lesson	10
		Shift and Symbols	8.1.2.A.1	Work Stations	Lesson	10
	Week 4	Clapping Syllables	8.1.2.A.1	Whole Group	Journal	30
		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
Computer Fundamentals	Week 1	Data Storage	8.1.2.A.1	Whole Group	Lesson	7
		Data Storage	8.1.2.A.1	Work Stations	Lesson	7
	Week 2	Printer	8.1.2.A.1	Whole Group	Lesson	12
		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
Computer Fundamentals	Week 1	Netiquette and Cyber Bullying	8.1.2.D.1	Whole Group	Discussion	30
	Week 2	Safe Site Strategies (review)	8.1.2.D.1	Whole Group	Discussion	30
	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.	
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.	

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

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

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

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

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 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.	

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

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

	Databases: Data Classification	Lesson

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

	Databases: Data Classification Journal	Journal

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

	Databases: Search and Filter	Lesson

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

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

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.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.

Code	Standard	
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 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.	

Code	Standard	
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 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	

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.
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.

Code	Standard	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	F G H I J	Lesson

Code	Standard	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
	Finding Information	Discussion

Code	Standard	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
	Following Computer Rules	Journal

Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Formatting Text	Lesson

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

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

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

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.
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.

	Printer	Lesson

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

	Processor and I/O Devices	Lesson

Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	

	Reading Visual Maps	Journal

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

	Safe Site Strategies Discussion	Discussion

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

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

6.b.	Select and use applications effectively and productively.	
	Shift and Symbols	Lesson

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

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

Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.c.	Use models and simulations to explore complex systems and issues.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.

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

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

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.

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.

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.

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

Typing Numbers	Journal

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

U V W X Y Z	Lesson

Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.b. of	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.

Windows and Controls	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 technology.

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

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

KINDERGARTEN	
A B C D E	Lesson

Code	Standard
RF.K.3.b	Associate the long and short sounds with common spellings (graphemes) for the five major vowels.

Animal Story	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.

Attributes and Linking	Lesson

Code	Standard
RI.K.7	With prompting and support, describe the relationship between illustrations and the text in which they appear (e.g., what person, place, thing, or idea in the text an illustration depicts).
RI.K.9	With prompting and support, identify basic similarities in and differences between two texts on the same topic (e.g., in illustrations, descriptions, or procedures).
RL.K.7	With prompting and support, describe the relationship between illustrations and the story in which they appear (e.g., what moment in a story an illustration depicts).

Basic Design	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).
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.

Beginning Sounds	Journal

Code	Standard
RF.K.3.b	Associate the long and short sounds with common spellings (graphemes) for the five major vowels.
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.

	Brushes and Lines	Lesson
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.	
	Clapping Syllables	Journal
Code	Standard	
RF.K.2.b	Count, pronounce, blend, and segment syllables in spoken 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.	
	Computer Parts Memory	Journal
Code	Standard	
L.K.6	Use words and phrases acquired through conversations, reading and being read to, and responding to texts.	
	Data Storage	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.	
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.	
K.G.5	Model shapes in the world by building shapes from components (e.g., sticks and clay balls) and drawing shapes.	
	Data Storage Bingo	Journal
Code	Standard	
L.K.6	Use words and phrases acquired through conversations, reading and being read to, and responding to texts.	
	Designing a Visual Map	Journal
Code	Standard	
RF.K.2.a	Recognize and produce rhyming words.	

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.	
	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.	

	F G H I J	Lesson
Code	Standard	
RF.K.3.b	Associate the long and short sounds with common spellings (graphemes) for the five major vowels.	
	Grouping and Labeling	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.	
	K L M N O	Lesson
Code	Standard	
RF.K.3.b	Associate the long and short sounds with common spellings (graphemes) for the five major vowels.	
	Lab Rules Sign	Journal
Code	Standard	
SL.K.5	Add drawings or other visual displays to descriptions as desired to provide additional detail.	
	Living Things	Journal
Code	Standard	
RF.K.4	Read emergent-reader texts with purpose and understanding.	
	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.	
	P Q R S T	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.	
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	