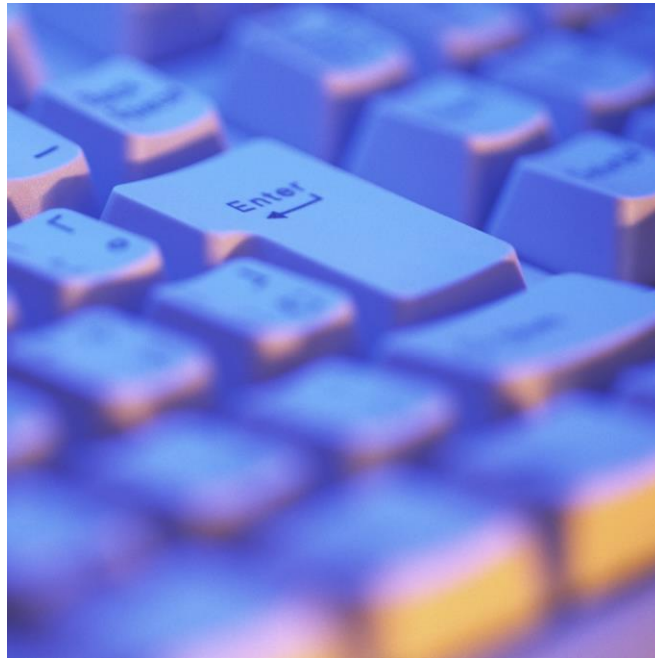


Plainfield Public Schools  
*Educational Services*

## *Curriculum Pacing Guide*

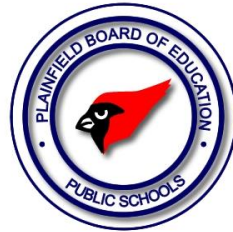


*Technology*  
*Second Grade*

*2016-2017*

Plainfield Public Schools  
Educational Services  
Curriculum Pacing Guide

## The Board of Education for Plainfield Public Schools



Plainfield Public Schools  
Educational Services  
Curriculum Pacing Guide

## SECOND GRADE CURRICULUM PACING OVERVIEW

This document provides a pacing guide for instruction involving second grade students. It includes the content addressed in the second grade New Jersey Core Curriculum Content Standards (NJCCCS). It is designed to help teachers in pacing instruction of what students are expected to know and be able to use in technology for the entire year.

### **Purpose of the Second Grade Technology Curriculum Pacing Guide**

The Second Grade **Technology Curriculum Pacing Guide** was formulated for the purpose of providing second grade teachers with a guide for pacing instruction throughout the year. It will serve as a “road map” to help teachers develop second grade concepts and processes through instruction and practice. The Division of Educational Services responded to the request of administrators and teachers in the District to create a guide that would serve as a resource for teachers.

### **Description of the Second Grade Technology Curriculum Pacing Guide**

The Second Grade Technology Curriculum Pacing Guide specifies the New Jersey Core Curriculum Content Standards (NJCCCS) Cumulative Progress Indicators (CPIs), Objectives, and Standards/Strands taught during each instructional quarter.

- Column One: Standard/Strands  
Identifies the Standard and Strands as required by the NJCCCS.
- Column Two: Objectives  
Identifies the specific, measurable objectives to be addressed in lessons.
- Column Three: CPIs  
Contains the NJCCCS CPIs for second grade.

## **Suggestions for Implementing the Second Grade Technology Curriculum Pacing Guide**

The role of the teacher is to:

- teach the NJCCCS content matter;
- provide classroom activities that address the NJCCCS;
- enhance curriculum by using textbooks, manipulatives, technology, and other instructional materials;
- use varying methods of instruction to address diverse learning styles; and
- administer teacher-made assessments

In addition to using the **Second Grade Technology Curriculum Pacing Guide**, teachers should:

- consider intra-school collaborative planning and spiraling of the curriculum to ensure efficient and effective pacing and delivery of instruction;
- adjust pacing and discuss progress with peers;
- document questions and suggested improvement of the guide for further support and future revisions; and
- align and connect mathematics literature to support reading.



## SECOND GRADE TECHNOLOGY CURRICULUM PACING GUIDE

### Grade 2: First Quarter

Standard/Strands	Objectives	Strand Letter/CPI
<p><b>8.1 (COMPUTER AND INFORMATION LITERACY)</b> ALL STUDENTS WILL USE COMPUTER APPLICATIONS TO GATHER AND ORGANIZE INFORMATION AND TO SOLVE PROBLEMS.</p> <p style="text-align: center;"><b>Strand(s)</b></p> <p><b>A.</b> Basic Computer Skills and Tools <b>B.</b> Application and Productivity Tools</p>	<p><b>The second grade student will be able to:</b></p> <ul style="list-style-type: none"> <li>• use basic computer vocabulary</li> <li>• operate a mouse (click, double click, click and drag, click and hold, highlight, scroll wheel)</li> <li>• operate scroll bars</li> <li>• open and exit a program properly using different methods</li> <li>• demonstrate proper sequence for turning on and turning off computers and other peripherals</li> <li>• identify the computer as a machine that helps people work and play</li> <li>• list the rules for proper care of computer equipment</li> <li>• use appropriate hand pressure on mouse and keyboard</li> <li>• minimize and maximize windows</li> <li>• understand and follow classroom rules for technology use</li> <li>• explain acceptable use of the computer</li> </ul>	<p>8.1.4.A.1 Use basic technology vocabulary. 8.1.4.A.2 Use basic features of an operating system (e.g., accessing programs, identifying and selecting a printer, finding help). 8.1.4.A.9 Use basic computer icons. 8.1.4.B.1 Discuss the common uses of computer applications and identify their advantages and disadvantages. 8.1.4.B.2 Recognize and practice responsible social and ethical behaviors when using technology, and understand the consequences of inappropriate use.</p>
<p><b>8.2 (TECHNOLOGY EDUCATION)</b> ALL STUDENTS WILL DEVELOP AN UNDERSTANDING OF THE NATURE AND IMPACT OF TECHNOLOGY, ENGINEERING, TECHNOLOGICAL DESIGN, AND THE DESIGNED WORLD AS THEY RELATE TO THE INDIVIDUAL, SOCIETY, AND THE ENVIRONMENT.</p> <p style="text-align: center;"><b>Strand(s)</b></p> <p><b>A.</b> Nature and Impact of Technology <b>B.</b> Design Process and Impact Assessment <b>C.</b> Systems in the Designed World</p>	<p><b>The second grade student will be able to:</b></p> <ul style="list-style-type: none"> <li>• use simple tools to complete tasks</li> <li>• discuss how scientists and inventors have contributed to science and technology</li> </ul>	<p>8.2.4 Refer to Science Standards 5.2 and 5.4</p> <p>5.2.4.A.1 Describe how people in different cultures have made and continue to make contributions to science and technology. 5.2.4.B.1 Hear, read, write, and talk about scientists and inventors in historical context. 5.4.2.B.1 Select and use simple tools and materials to complete a task.</p>

## SECOND GRADE TECHNOLOGY CURRICULUM PACING GUIDE

### Grade 2: Second Quarter

Standard/Strands	Objectives	Strand Letter/CPI
<p><b>8.1 (COMPUTER AND INFORMATION LITERACY)</b> ALL STUDENTS WILL USE COMPUTER APPLICATIONS TO GATHER AND ORGANIZE INFORMATION AND TO SOLVE PROBLEMS.</p> <p style="text-align: center;"><b>Strand(s)</b></p> <p><b>A.</b> Basic Computer Skills and Tools <b>B.</b> Application and Productivity Tools</p>	<p>The second grade student will be able to:</p> <ul style="list-style-type: none"> <li>• identify and use input devices such as floppy disk drive, mouse, keyboard, cd/dvd drive, scanner, and microphone</li> <li>• identify and use output devices such as floppy disk drive, monitor, printer, cd/dvd drive, headphones, and speakers</li> <li>• identify the different functions of a keyboard (enter, space bar, control, alt, delete, backspace, Esc, arrows, shift, and caps lock)</li> <li>• color a drawing of the keyboard indicating which finger should operate which keys</li> <li>• understand basic navigation of the operating system (start menu, desktop, toolbars)</li> <li>• print, save and open document/files with teacher guidance</li> <li>• identify, discuss, and visually represent uses of technology in the community</li> <li>• explain acceptable use of the computer</li> </ul>	<p>8.1.4.A.1 Use basic technology vocabulary. 8.1.4.A.2 Use basic features of an operating system (e.g., accessing programs, identifying and selecting a printer, finding help). 8.1.4.A.3 Input and access text and data using appropriate keyboarding techniques or other input devices. 8.1.4.A.9 Use basic computer icons. 8.1.4.B.1 Discuss the common uses of computer applications and identify their advantages and disadvantages. 8.1.4.B.2 Recognize and practice responsible social and ethical behaviors when using technology, and understand the consequences of inappropriate use.</p>
<p><b>8.2 (TECHNOLOGY EDUCATION)</b> ALL STUDENTS WILL DEVELOP AN UNDERSTANDING OF THE NATURE AND IMPACT OF TECHNOLOGY, ENGINEERING, TECHNOLOGICAL DESIGN, AND THE DESIGNED WORLD AS THEY RELATE TO THE INDIVIDUAL, SOCIETY, AND THE ENVIRONMENT.</p> <p style="text-align: center;"><b>Strand(s)</b></p> <p><b>A.</b> Nature and Impact of Technology <b>B.</b> Design Process and Impact Assessment <b>C.</b> Systems in the Designed World</p>	<p>The second grade student will be able to:</p> <ul style="list-style-type: none"> <li>• use simple tools to complete tasks</li> <li>• discuss how scientists and inventors have contributed to science and technology</li> </ul>	<p>8.2.4 Refer to Science Standards 5.2 and 5.4</p> <p>5.2.4.A.1 Describe how people in different cultures have made and continue to make contributions to science and technology. 5.2.4.B.1 Hear, read, write, and talk about scientists and inventors in historical context. 5.4.2.B.1 Select and use simple tools and materials to complete a task.</p>



## SECOND GRADE TECHNOLOGY CURRICULUM PACING GUIDE

### Grade 2: Third Quarter

Standard/Strands	Objectives	Strand Letter/CPI
<p><b>8.1 (COMPUTER AND INFORMATION LITERACY)</b> ALL STUDENTS WILL USE COMPUTER APPLICATIONS TO GATHER AND ORGANIZE INFORMATION AND TO SOLVE PROBLEMS.</p> <p style="text-align: center;"><b>Strand(s)</b></p> <p><b>A.</b> Basic Computer Skills and Tools <b>B.</b> Application and Productivity Tools</p>	<p><b>The second grade student will be able to:</b></p> <ul style="list-style-type: none"> <li>• <b>use the correct hand and body position while applying the proper touch method of keying for the homerow keys</b></li> <li>• <b>type words consisting of the homerow key letters using the proper touch keying technique</b></li> <li>• <b>proofread and correct errors using backspace, delete, and undo</b></li> <li>• <b>identify the influence and effects of technology on everyday life and learning</b></li> <li>• <b>use the internet to access information</b></li> <li>• <b>explain acceptable use of the computer</b></li> </ul>	<p>8.1.4.A.1 Use basic technology vocabulary. 8.1.4.A.2 Use basic features of an operating system (e.g., accessing programs, identifying and selecting a printer, finding help). 8.1.4.A.9 Use basic computer icons. 8.1.4.B.1 Discuss the common uses of computer applications and identify their advantages and disadvantages. 8.1.4.B.2 Recognize and practice responsible social and ethical behaviors when using technology, and understand the consequences of inappropriate use.</p>
<p><b>8.2 (TECHNOLOGY EDUCATION)</b> ALL STUDENTS WILL DEVELOP AN UNDERSTANDING OF THE NATURE AND IMPACT OF TECHNOLOGY, ENGINEERING, TECHNOLOGICAL DESIGN, AND THE DESIGNED WORLD AS THEY RELATE TO THE INDIVIDUAL, SOCIETY, AND THE ENVIRONMENT.</p> <p style="text-align: center;"><b>Strand(s)</b></p> <p><b>A.</b> Nature and Impact of Technology <b>B.</b> Design Process and Impact Assessment <b>C.</b> Systems in the Designed World</p>	<p><b>The second grade student will be able to:</b></p> <ul style="list-style-type: none"> <li>• <b>use simple tools to complete tasks</b></li> <li>• <b>discuss how scientists and inventors have contributed to science and technology</b></li> <li>• <b>describe and write a plan to solve a problem</b></li> <li>• <b>describe the parts of a computer system and how they work together (monitor, cpu, keyboard, mouse, speakers, and printer)</b></li> </ul>	<p>8.2.4 Refer to Science Standards 5.2 and 5.4</p> <p>5.2.4.A.1 Describe how people in different cultures have made and continue to make contributions to science and technology. 5.2.4.B.1 Hear, read, write, and talk about scientists and inventors in historical context. 5.4.2.B.1 Select and use simple tools and materials to complete a task. 5.4.2.C.1 Make a plan in order to design a solution to a problem. 5.4.2.C.2 Describe a toy or other familiar object as a system with parts that work together.</p>

## SECOND GRADE TECHNOLOGY CURRICULUM PACING GUIDE

### Grade 2: Fourth Quarter

Standard/Strands	Objectives	Strand Letter/CPI
<p><b>8.1 (COMPUTER AND INFORMATION LITERACY)</b> ALL STUDENTS WILL USE COMPUTER APPLICATIONS TO GATHER AND ORGANIZE INFORMATION AND TO SOLVE PROBLEMS.</p> <p style="text-align: center;"><b>Strand(s)</b></p> <p><b>A.</b> Basic Computer Skills and Tools <b>B.</b> Application and Productivity Tools</p>	<p><b>The second grade student will be able to:</b></p> <ul style="list-style-type: none"> <li>• <b>explain acceptable use of the computer</b></li> <li>• <b>identify and discuss appropriate and safe behaviors</b></li> <li>• <b>explain how pop-up windows happen and how to respond to them</b></li> <li>• <b>use the internet to access information</b></li> <li>• <b>use different search engines to obtain information</b></li> </ul>	<p>8.1.4.A.1 Use basic technology vocabulary.</p> <p>8.1.4.A.2 Use basic features of an operating system (e.g., accessing programs, identifying and selecting a printer, finding help).</p> <p>8.1.4.A.3 Input and access text and data using appropriate keyboarding techniques or other input devices</p> <p>8.1.4.A.9 Use basic computer icons.</p> <p>8.1.4.B.1 Discuss the common uses of computer applications and identify their advantages and disadvantages.</p> <p>8.1.4.B.2 Recognize and practice responsible social and ethical behaviors when using technology, and understand the consequences of inappropriate use.</p> <p>8.1.4.B.3 Practice appropriate internet etiquette.</p> <p>8.1.4.B.5 Recognize the need for accessing and using information.</p> <p>8.1.4.B.6 Identify and use web browsers, search engines, and directories to obtain information to solve real world problems.</p>
<p><b>8.2 (TECHNOLOGY EDUCATION)</b> ALL STUDENTS WILL DEVELOP AN UNDERSTANDING OF THE NATURE AND IMPACT OF TECHNOLOGY, ENGINEERING, TECHNOLOGICAL DESIGN, AND THE DESIGNED WORLD AS THEY RELATE TO THE INDIVIDUAL, SOCIETY, AND THE ENVIRONMENT.</p>	<p><b>The second grade student will be able to:</b></p> <ul style="list-style-type: none"> <li>• <b>use simple tools to complete tasks</b></li> <li>• <b>discuss how scientists and inventors have contributed to science and technology</b></li> <li>• <b>describe and write a plan to solve a problem</b></li> <li>• <b>describe the parts of a computer system and how they work together</b></li> </ul>	<p>8.2.4 Refer to Science Standards 5.2 and 5.4</p> <p>5.2.4.A.1 Describe how people in different cultures have made and continue to make contributions to science and technology.</p> <p>5.2.4.B.1 Hear, read, write, and</p>

## SECOND GRADE TECHNOLOGY CURRICULUM PACING GUIDE

Standard/Strands	Objectives	Strand Letter/CPI
<p style="text-align: center;"><b>Strand(s)</b></p> <p><b>A.</b> Nature and Impact of Technology  <b>B.</b> Design Process and Impact Assessment  <b>C.</b> Systems in the Designed World</p>	<p style="text-align: center;"><b>(monitor, cpu, keyboard, mouse, speakers, and printer)</b></p>	<p>talk about scientists and inventors in historical context.                      5.4.2.B.1 Select and use simple tools and materials to complete a task.                      5.4.2.C.1 Make a plan in order to design a solution to a problem.                      5.4.2.C.2 Describe a toy or other familiar object as a system with parts that work together.</p>