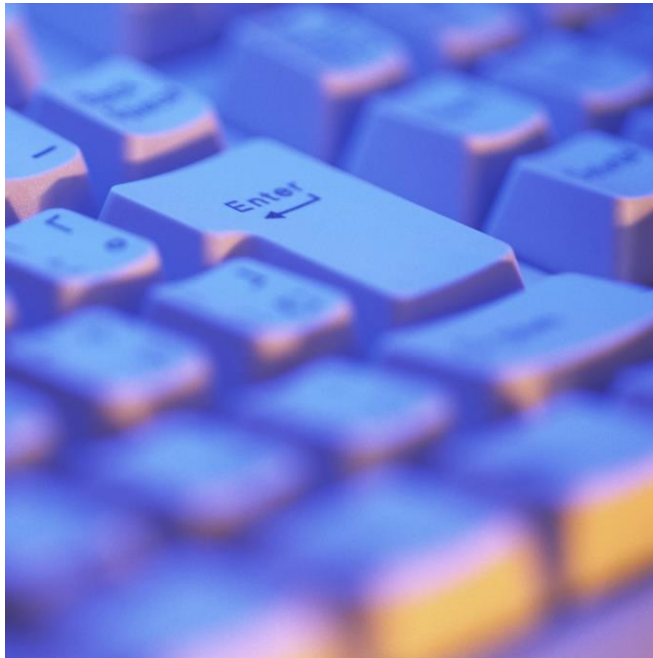


Plainfield Public Schools
Educational Services

Curriculum Pacing Guide

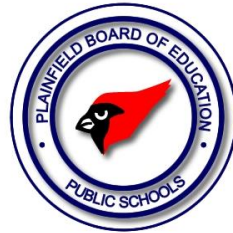


Technology
Third Grade

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

THIRD GRADE CURRICULUM PACING OVERVIEW

This document provides a pacing guide for instruction involving third grade students. It includes the content addressed in the third 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 Third Grade Technology Curriculum Pacing Guide

The Third Grade **Technology Curriculum Pacing Guide** was formulated for the purpose of providing third grade teachers with a guide for pacing instruction throughout the year. It will serve as a “road map” to help teachers develop third 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 Third Grade Technology Curriculum Pacing Guide

The Third 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 third grade.

Suggestions for Implementing the Third 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 **Third 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.

THIRD GRADE TECHNOLOGY CURRICULUM PACING GUIDE

Grade 3: First Quarter

Standard/Strands	Objectives	Strand Letter/CPI
<p>8.1 (COMPUTER AND INFORMATION LITERACY) ALL STUDENTS WILL USE COMPUTER APPLICATIONS TO GATHER AND ORGANIZE INFORMATION AND TO SOLVE PROBLEMS.</p> <p style="text-align: center;">Strand(s)</p> <p>A. Basic Computer Skills and Tools B. Application and Productivity Tools</p>	<p>The third grade student will be able to:</p> <ul style="list-style-type: none"> • use computer vocabulary • operate a mouse (click, double click, click and drag, click and hold, highlight, scroll wheel) • demonstrate proper sequence for turning on and turning off computers and other peripherals • list the rules for proper care of computer equipment • identify and use input devices such as floppy disk drive, mouse, keyboard, cd/dvd drive, scanner, and microphone • identify and use output devices such as floppy disk drive, monitor, printer, cd/dvd drive, headphones, and speakers • identify the different functions of a keyboard (enter, space bar, control, alt, delete, backspace, Esc, arrows, shift, and caps lock) • color a drawing of the keyboard indicating which finger should operate which keys • print, save and open document/files • understand basic navigation of the operating system (start menu, desktop, toolbars) • understand and follow classroom rules for technology use • explain acceptable use of the computer 	<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>8.2 (TECHNOLOGY EDUCATION) 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;">Strand(s)</p>	<p>The third grade student will be able to:</p> <ul style="list-style-type: none"> • discuss how scientists and inventors have contributed to science and technology • explain and write about scientists and inventors throughout history • distinguish between things that occur in nature and those that have been designed to solve human problems 	<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.</p>

THIRD GRADE TECHNOLOGY CURRICULUM PACING GUIDE

Standard/Strands	Objectives	Strand Letter/CPI
A. Nature and Impact of Technology B. Design Process and Impact Assessment C. Systems in the Designed World		5.4.4.A.1 Distinguish between things that occur in nature and those that have been designed to solve human problems.

THIRD GRADE TECHNOLOGY CURRICULUM PACING GUIDE

Grade 3: Second Quarter

Standard/Strands	Objectives	Strand Letter/CPI
<p>8.1 (COMPUTER AND INFORMATION LITERACY) ALL STUDENTS WILL USE COMPUTER APPLICATIONS TO GATHER AND ORGANIZE INFORMATION AND TO SOLVE PROBLEMS.</p> <p style="text-align: center;">Strand(s)</p> <p>A. Basic Computer Skills and Tools B. Application and Productivity Tools</p>	<p>The third grade student will be able to:</p> <ul style="list-style-type: none"> • use the correct hand and body position while applying the proper touch method of keying for the homerow keys • type words consisting of the homerow key letters using the proper touch keying technique • proofread and correct errors using backspace, delete, and undo • identify, discuss, and visually represent uses of technology in the community • identify and discuss appropriate and safe behaviors • explain how pop-up windows happen and how to respond to them • discuss the purpose of virus protection software • explain acceptable use of the computer 	<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>8.2 (TECHNOLOGY EDUCATION) 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;">Strand(s)</p> <p>A. Nature and Impact of Technology B. Design Process and Impact Assessment C. Systems in the Designed World</p>	<p>The third grade student will be able to:</p> <ul style="list-style-type: none"> • discuss how scientists and inventors have contributed to science and technology • explain and write about scientists and inventors throughout history • demonstrate how measuring instruments are used to gather information in order to design things that work properly 	<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. 5.4.4.B.1 Demonstrate how measuring instruments are used to gather information in order to design things that work properly.</p>

THIRD GRADE TECHNOLOGY CURRICULUM PACING GUIDE

Grade 3: Third Quarter

Standard/Strands	Objectives	Strand Letter/CPI
<p>8.1 (COMPUTER AND INFORMATION LITERACY) ALL STUDENTS WILL USE COMPUTER APPLICATIONS TO GATHER AND ORGANIZE INFORMATION AND TO SOLVE PROBLEMS.</p> <p style="text-align: center;">Strand(s)</p> <p>A. Basic Computer Skills and Tools B. Application and Productivity Tools</p>	<p>The third grade student will be able to:</p> <ul style="list-style-type: none"> • use the correct hand and body position while applying the proper touch method of keying for the homerow keys, row above, and row below • produce and edit simple documents and presentations with assistance • identify the influence and effects of technology on everyday life and learning • list ways technology makes life easier • compare and contrast the advantages and disadvantages of the use of technology • use the internet to access information • explain acceptable use of the computer 	<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>8.2 (TECHNOLOGY EDUCATION) 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;">Strand(s)</p> <p>A. Nature and Impact of Technology B. Design Process and Impact Assessment C. Systems in the Designed World</p>	<p>The third grade student will be able to:</p> <ul style="list-style-type: none"> • discuss how scientists and inventors have contributed to science and technology • explain and write about scientists and inventors throughout history • describe a product or device in terms of the problem it solves or the need it meets 	<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. 5.4.4.C.1 Describe a product or device in terms of the problem it solves or the need it meets.</p>

THIRD GRADE TECHNOLOGY CURRICULUM PACING GUIDE

Grade 3: Fourth Quarter

Standard/Strands	Objectives	Strand Letter/CPI
<p>8.1 (COMPUTER AND INFORMATION LITERACY) ALL STUDENTS WILL USE COMPUTER APPLICATIONS TO GATHER AND ORGANIZE INFORMATION AND TO SOLVE PROBLEMS.</p> <hr/> <p style="text-align: center;">Strand(s)</p> <p>A. Basic Computer Skills and Tools B. Application and Productivity Tools</p>	<p>The third grade student will be able to:</p> <ul style="list-style-type: none"> • use the correct hand and body position while applying the proper touch method of keying for the homerow keys, row above, and row below • type words consisting of the homerow keys, the row below, and the row above using the proper touch keying technique for the development of speed • save, retrieve, and delete files • import graphics from clip art galleries • expand the use of various operating system features (open more than one application/program, menus, taskbar) • explain acceptable use of the computer • use the internet to access information • use different search engines to obtain information 	<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>8.2 (TECHNOLOGY EDUCATION) 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>The third grade student will be able to:</p> <ul style="list-style-type: none"> • discuss how scientists and inventors have contributed to science and technology • explain and write about scientists and inventors throughout history • choose materials most suitable to make mechanical constructions • use the design process to identify a problem, look for ideas, and 	<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>

THIRD GRADE TECHNOLOGY CURRICULUM PACING GUIDE

Standard/Strands	Objectives	Strand Letter/CPI
<p style="text-align: center;">Strand(s)</p> <p>A. Nature and Impact of Technology B. Design Process and Impact Assessment C. Systems in the Designed World</p>	<p style="text-align: center;">develop and share solutions with others</p>	<p>talk about scientists and inventors in historical context. 5.4.4.C.2 Choose materials most suitable to make simple mechanical constructions. 5.4.4.C.3 Use the design process to identify a problem, look for ideas, and develop and share solutions with others.</p>