Computer Literacy Cycle 7 Overview

Content Area: **Computer Science & Business**
Course(s): **Computer Cycle 7**
Time Period:
Length: **7 weeks**
Status: **Published**

Cover

Course Overview

COURSE DESCRIPTION

The 7th grade Cycle curriculum is designed to continue to provide key skills to enable ALL students to utilize computing technology and information sources. The curriculum will emphasize the 21st century skills to communicate, problem solve, and collaborate in an ever-complex global society. The 7th Grade Computer Literacy course provides a hands-on laboratory experience. Through the use of modern operating system and software applications, the students will:

- Utilize Microsoft Word and Excel through cross-curricular activities that are interspersed throughout the lessons for Language Arts, Mathematics classes.
- Conduct online explorations to practice their researching skills and identification of reliable resources.

Practice problem solving skills by creating codes to develop algorithms to solve problems.

CONTENT FOCUS AREA AND COURSE NAME

Course Name: Computer Literacy – Grade 6 - #3801

Course Number	School Numbers	Course Level	Grade(s)	Credits	Min. Per Week	Elective/Required	Initial Course Adopted
3801	055	S	7	0.00	205	R	10/28/88

PRIMARY CONTENT AREA AND SECONDARY AREAS OF FOCUS

NJCCC Standard		NJCCC Standard		NJCCCS Standard	
1. Visual and Performing Arts		5. Science		9. 21st Century Life and Careers	
2. Health and Physical Education		6. Social Studies			
3. Language Arts Literacy	S	7. World Languages			
4. Mathematics	S	8. Technology Literacy	P		

Sequential Unit Description	
Unit 1- Introductions to Computers/ Digital Citizenship	8.1.8.E.1 Effectively use a variety of search tools and filters in professional public databases to find information to solve a real-world problem. 8.1.8.A.1 Demonstrate knowledge of a real-world

	problem using digital tools. 8.2.8.E.4 Use appropriate terms in conversation (e.g., programming, language, data, RAM, ROM, Boolean logic terms). 8.2.8.E.2 Demonstrate an understanding of the relationship between hardware and software.
Unit 2- Microsoft Word	8.1.8.A.1 Demonstrate knowledge of a real world problem using digital tools 8.1.8.A.2 Create a document (e.g. newsletter, reports, personalized learning plan, business letters or flyers) using one or more digital applications to be critiqued by professionals for usability.
Unit 3- Excel	8.1.8.A.1 Demonstrate knowledge of a real world problem using digital tools 8.1.8.A.2 Create a document (e.g. newsletter, reports, personalized learning plan, business letters or flyers) using one or more digital applications to be critiqued by professionals for usability. 8.1.8.A.3 Use and develop a simulation that provides an environment to solve a real world problem or theory 8.1.8.A.4 Graph and calculate data within a spreadsheet and present a summary of the results

Unit 4- Coding	8.2.8. (E.2, E.3, E.4)

Textbooks and Other Resources

- Students will use Classroom Moodle (teacher website): Classroom.ebnet.org
- Microsoft Word 2016
- Microsoft Excel 2016
- Teacher-designed Labs (Word 2016 and Excel 2016)
- Gcflearnfree.org
- Code.org

Students will also use an in-class resource binder, which contains content used in class - instruction files, history of computers, and computer terminology

Standards

TECH.8.1.8.A.1	Demonstrate knowledge of a real world problem using digital tools.
TECH.8.1.8.A.2	Create a document (e.g., newsletter, reports, personalized learning plan, business letters or flyers) using one or more digital applications to be critiqued by professionals for usability.
TECH.8.1.8.A.3	Use and/or develop a simulation that provides an environment to solve a real world problem or theory.
TECH.8.1.8.A.4	Graph and calculate data within a spreadsheet and present a summary of the results.
TECH.8.2.8.E.1	Identify ways computers are used that have had an impact across the range of human activity and within different careers where they are used.
TECH.8.2.8.E.2	Demonstrate an understanding of the relationship between hardware and software.
TECH.8.2.8.E.3	Develop an algorithm to solve an assigned problem using a specified set of commands and use peer review to critique the solution.
TECH.8.2.8.E.4	Use appropriate terms in conversation (e.g., programming, language, data, RAM, ROM, Boolean logic terms).

Grading and Evaluation Guidelines

Students will be evaluated on Word Processing Labs and Spreadsheet Labs, which are daily activities performed in class. In the course, there are several projects that students complete with less teacher assistance. There is one quiz assessing computer vocabulary knowledge.

15% - Vocabulary Quiz

45% - Word Processing and Spreadsheet Projects

40% - Word Processing and Spreadsheet Labs

The course is 36 days in length.

Other Details

60010 Computer Literacy

Computer Literacy courses provide to students the knowledge and ability to use computers and technology efficiently. Typically, course content includes exposure to word-processing, spreadsheet, and presentation applications, but also may include the various uses of computers in modern society. Specific course content aligns with state standards to promote students' technological literacy.