

# Unit 3: Coding/iPad Exploration

Content Area: **Technology**  
Course(s): **Technology**  
Time Period: **January**  
Length: **6-8 weeks**  
Status: **Published**

## Enduring Understandings

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Teaching and learning must evolve to stay relevant

A tool is only as good as the person using it

## Essential Questions

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How do I choose which technological tools to use and when is it appropriate to use them?

## Content

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Collaborative Skills

Information Literacy

Additional Resources:

Ipad App: Hopscotch

Daisy the Dino

[www.coding.org](http://www.coding.org)

Software Library: Trudy Jelly Bean Hunt

## Skills

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Creativity and Innovation Skills:

- Apply existing knowledge to generate new ideas, products, or processes

## Standards

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CRP.K-12.CRP6	Demonstrate creativity and innovation.
CRP.K-12.CRP10	Plan education and career paths aligned to personal goals.
CRP.K-12.CRP11	Use technology to enhance productivity.
TECH.8.1.2	Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.
TECH.8.1.2.A	Technology Operations and Concepts: Students demonstrate a sound understanding of technology concepts, systems and operations
TECH.8.1.2.A.4	Demonstrate developmentally appropriate navigation skills in virtual environments (i.e., games, museums).