

# Unit 1: Introduction To First Grade Technology

Content Area: **Technology**  
Course(s): **Technology**  
Time Period: **Week 1**  
Length: **4 weeks**  
Status: **Published**

## Unit Overview

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This unit is an introduction to technology. The main focus will be navigating in a virtual environment as well as becoming comfortable with the technology components in the classroom.

## Standards

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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.2	Create a document using a word processing application.
TECH.8.1.2.A.4	Demonstrate developmentally appropriate navigation skills in virtual environments (i.e., games, museums).
TECH.8.1.2.A.CS1	Understand and use technology systems.

## Essential Questions

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- In a world of constant change, what skills should we learn?
- How do I choose which technological tools to use and when it is appropriate to use them?
- How can I transfer what I know to new technological situations/experiences?
- How can I use an internet browser to navigate in a virtual environment?

## Application of Knowledge: Students will know that...

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- Classroom rules: Students will know and follow classroom rules to maximize classroom time for learning.
- Engineers have an impact on the world they live in and their daily lives.
- Technology is constantly changing and requires continuous learning of new skills

## Application of Skills: Students will be able to...

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- Demonstrate ability to navigate a browser
- Work to gain proficiency and speed using a word processor to write and illustrate with sentences, shapes, and clip art.

## **Assessments**

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The teacher will informally assess students throughout the unit by observing their natural usage of the following skills:

- Demonstrate ability to navigate a browser
- Illustrate with sentences, shapes, and clip art

## **Suggested Activities**

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- Engineer of the Week: Each week, a new engineer will be briefly introduced to the class, highlighting their impact on their current world.
- Demo Browser Usage - Demo how to open, minimize, maximize and close the browser. Demonstrate how to use the browser's back and forward buttons.
- Introduce and Demo Dance Mat Typing - Discuss two handed typing technique.
- Introduce and demonstrate how to use stage one, level one *ASDF,JKL; and G, H*.
- Assign Typing Practice - Assign 20-25 minutes or until done with stage one, level one
- Create a document using Google Docs. Students will write one sentence per class and add clip art.

## **Activities to Differentiate Instruction**

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- Behavior modification reward system to encourage time on task so that work is completed
- Partner with a capable learner. Closely monitor partner work
- Periodically, review the student's maintenance of their folders and incomplete work
- Provide individualized check lists of the directions for a task in support of the thorough execution of directions.
- Proximal seating for all large group work

Enrichment Opportunity:

- Students will be given advanced directions on how to edit their document. Items will include changing the font size, font color and bolding their text
- Students will be asked to write 3-5 sentences per page

## **Integrated/Cross-Disciplinary Instruction**

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ELA: Spelling, grammar, punctuation

## Resources

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### Various Typing Websites

- <http://kidstyping.weebly.com/uploads/5/5/6/7/55674069/typing-stage-one.swf>
- [http://www.abcya.com/keyboarding\\_practice.htm](http://www.abcya.com/keyboarding_practice.htm)
- [http://www.abcya.com/typing\\_rocket\\_junior.htm](http://www.abcya.com/typing_rocket_junior.htm)
- <http://www.tvokids.com/games/keyboardclimber2>