

# Unit 4: The Mouse/QR Codes

Content Area: **Unified Arts**  
Course(s): **Computer Science K**  
Time Period: **September**  
Length: **10 Days**  
Status: **Published**

## Unit Summary

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In this unit, students will learn how to use QR Codes to navigate to websites. The teacher will demonstrate how to scan a QR Code using the QR Scanner App on the computer. Students will log on to the computer and then practice using the QR code to access a website.

## Student Learning Objectives

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Students will learn to...

- navigate to website using a QR Code and participate in a keyboard and/or mouse practice game
- tell what a QR code is and use a QR code to access a website
- define academic vocabulary including QR code, keyboard, scann

## Essential Questions

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- How do I hold the mouse?
- How do I move the mouse?
- How do I scan a QR code? Where is the launcher?
- How can we use a QR Code to get to a website?

## Enduring Understandings

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Students will understand that...

- the mouse is used to navigate the desktop.
- a QR code reader is needed to scan a QR code.
- a QR code can be used to access a website.

## Application

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Students will be able to independently use their learning to...

- navigate the computer.

- scan a QR code to access a website.

## Skills

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Students will be skilled at...

- letter recognition.
- computer navigation.
- mouse skills- point, click, drag, drop.

## Resources

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- QR codes
- Chromebase launcher