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

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

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

- 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

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

Students will be able to independently use their learning to…

- navigate the computer.

- scan a QR code to access a website.

Skills

Students will be skilled at...

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

Resources

- QR codes
- Chromebase launcher