

# Unit 2 Penguin Math

Content Area: **Technology**  
Course(s):  
Time Period: **January**  
Length: **4 Days**  
Status: **Published**

## Unit Overview

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The penguin math unit familiarizes students with basic computer concepts such as click + drag, rotate object, and copy/paste. In addition, penguin math allows students to gain proficiency with presentation software.

## Standards

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CS.K-2.8.1.2.CS.1	Select and operate computing devices that perform a variety of tasks accurately and quickly based on user needs and preferences.
CS.K-2.8.1.2.CS.2	Explain the functions of common software and hardware components of computing systems.
CS.K-2.8.1.2.CS.3	Describe basic hardware and software problems using accurate terminology.
CS.K-2.8.2.2.ED.1	Communicate the function of a product or device.

## Materials

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- Laptops
- Penguin Activity Google Slide

## Assessment

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### Formative Assessment

- Teacher Observation
- Checks for Understanding
- Exit Tickets

### Summative Assessment

- Performance Tasks & Projects

## Accommodations & Modifications

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## **Special Education**

- Follow IEP Plan which may contain some of the following examples...
- In class/pull out support with special ed teacher or assistant
- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

## **504**

- In class/pull out support with special ed teacher or assistant
- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

## **ELL**

- Translation device/dictionary
- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

## **At-risk of Failure**

- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

## **Gifted & Talented**

- Independent projects
- Online games
- Extension activities

## **Interdisciplinary Connections**

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MA.1.OA.A.1

Use addition and subtraction within 20 to solve word problems involving situations of adding to, taking from, putting together, taking apart, and comparing, with unknowns in all positions, e.g., by using objects, drawings, and equations with a symbol for the unknown number to represent the problem.

MA.1.OA.B.3

Apply properties of operations as strategies to add and subtract.

## **Career Readiness, Life Literacies & Key Skills**

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TECH.9.4.2.CI.1

Demonstrate openness to new ideas and perspectives (e.g., 1.1.2.CR1a, 2.1.2.EH.1, 6.1.2.CivicsCM.2).

TECH.9.4.2.CI.2

Demonstrate originality and inventiveness in work (e.g., 1.3A.2CR1a).

TECH.9.4.2.IML.2

Represent data in a visual format to tell a story about the data (e.g., 2.MD.D.10).