Grade 1 Technology Unit 1: Intro to Computers/Internet Safety

Content Area: **Technology**
Course(s): **Technology Grade 1**
Time Period: **MP1**
Length: **7 days**
Status: **Published**

NJSLS - Computer Science and Design Thinking

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-2.8.1.2.NI.3	Create a password that secures access to a device. Explain why it is important to create unique passwords that are not shared with others.
CS.K-2.8.1.2.NI.4	Explain why access to devices need to be secured.

Rationale and Transfer Goals

This is a unit where students will be reminded of how to properly use the school computers. They will be shown how to sign in as a first grader and access various programs that are available to them. This will review the rules of the computer classroom as well as how to properly care for the equipment. The main goal is to put them on a path to be able to access programs and create documents independently.

Enduring Understandings

Computers are necessary to understand and use independently and cooperatively in the world today.

Essential Questions

How can we safely and properly use computers in the computer classroom and elsewhere?

What is the difference between software and hardware?

Content - What will students know?

- Computer class rules.
- Computer hardware terms and how to use them properly.
- Logging into chromebooks.
- Importance of logging in to their own account.
- Definition of “Password”.
- Understanding of what they know and need to learn about word processing.
- Understand the difference between hardware and software.

Skills - What will students be able to do?

- Work safely and properly on computers in the classroom.
- Name and describe uses of computer hardware.
- Access their accounts.
- Load and play a game designed for first graders.
- Complete a pretest of their prior knowledge of a word processing program.
- Identify different hardware and softwares.

Activities - How will we teach the content and skills?

- Whole class demonstration and discussion of the need for the rules in computer class.
- Whole class demonstration of sequence to follow to sign in to individual accounts, discussion of passwords and why they are necessary.
- Independent following of directions for pretest.
- Show presentation with different hardware pictures and their function, as well as different softwares.

Evidence/Assessments - How will we know what students have learned?

- Verbal quiz
- Teacher observation of students' ability to log in.
- Teacher evaluation using a rubric of the class' responses during the task.
- Assessment: Hardware or Software

Spiraling for Mastery

Content or Skill for this Unit	Spiral Focus from Previous Unit	Instructional Activity
Typing sentences during word processing pretest Logging in to chromebook	Typing name and label during First Grade digital project	Completion of word processing pretest

Key Resources

Smartboard presentation on classroom rules and expectations

Word processing pretest and scoring rubric

BrainPop Jr.

21st Century Life and Careers

WRK.9.1.2.CAP.1	Make a list of different types of jobs and describe the skills associated with each job.

Career Readiness, Life Literacies, & Key Skills

TECH.9.4.2.DC.3	Explain how to be safe online and follow safe practices when using the internet (e.g.,

	8.1.2.NI.3, 8.1.2.NI.4).
TECH.9.4.2.DC.4	Compare information that should be kept private to information that might be made public.
TECH.9.4.2.DC.5	Explain what a digital footprint is and how it is created.
TECH.9.4.2.DC.6	Identify respectful and responsible ways to communicate in digital environments.

Interdisciplinary Connections/Companion Standards

Literacy and language arts in the technology context: writing, programming, word processing, and creativity with language

Science: understanding of computer components, operations of touchscreens and other user devices

Social Studies: Computers in the context of society; our relationships to computers as a tool

Health: Limits to screen time and healthy relationships with technology, online technologies

SCI.K-2-ETS1-1	Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.