Kindergarten Technology Unit 2: Educational Websites and Data Analysis

Content Area: **Technology**
Course(s): **Technology Grade K**
Time Period: **MP2**
Length: **7 days**
Status: **Published**

NJSLS - Computer Science and Design Thinking

CS.K-2.8.1.2.DA.1	Collect and present data, including climate change data, in various visual formats.
CS.K-2.8.1.2.DA.2	Store, copy, search, retrieve, modify, and delete data using a computing device.
CS.K-2.8.1.2.DA.3	Identify and describe patterns in data visualizations.

Rationale and Transfer Goals

Students will be introduced to various collections of data and will partake in a data analysis. Students in the second marking period will also be learning how to access various educational game websites. Students will be responsible for learning to gain access to resources that they can use independently. As many students have access to a computer outside of school, they have to know how to responsibly use the family or public library computer to continue their development as readers and students of math.

Enduring Understandings

There are many types of games on the internet, but there are many designed to facilitate growth of reading and math skills.

Computers can be used to display data and make it easier to understand and draw conclusions from.

Essential Questions

How can you display and interpret data?

What are some ways I can use the internet to continue to grow as a reader and mathematician?

Content - What will students know?

- Definition of "internet".

- Capabilities of starfall.com.

- Capabilities of abcya.com.

- Capabilities of bookflix online reading program.

- Definition of "password".

- Display and interpret data.

Skills - What will students be able to do?

- Access and navigate starfall.com from their classroom computers.

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- Access and navigate bookflix, use and explain the importance of passwords.

- Participate in creating a pie chart and bar graph using class data.

Activities - How will we teach the content and skills?

- Whole class discussion of the internet, demonstration of accessing starfall from dock and navigation of websites.

- Demonstration of accessing abcya.com from classroom computers.

- Demonstration of accessing bookflix from classroom computers by entering usernames and passwords.

- Show different pie charts and bar graphs to students using a presentation and discuss what they interpret.

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

- Teacher observation of student's online work.

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- Create a class pie chart on NCES Kidzone.

Spiraling for Mastery

Content or Skill for this Unit	Spiral Focus from Previous Unit	Instructional Activity
Entering passwords	Using passwords to access private information	Entering a class password to access bookflix

Key Resources

www.starfall.com

www.abcya.com

http://auth.grolier.com/login/bookflix/login.php?bffs=N

https://nces.ed.gov/nceskids/graphing/classic/bar_pie_data.asp?ChartType=piehartType=pie

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.TL.1	Identify the basic features of a digital tool and explain the purpose of the tool (e.g., 8.2.2.ED.1).
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).

Interdisciplinary Connections/Companion Standards

Literacy and language arts in the technology context: posters, letter recognition, word recognition, and connections to GUIs

Science: understanding of computers and electricity, 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

Health: Website literacy; safe sites and dangerous sites; safe online behavior

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