

# Kindergarten Technology Unit 4: Past and Present Technology

Content Area: **Technology**  
Course(s): **Technology Grade K**  
Time Period: **MP4**  
Length: **7 days**  
Status: **Published**

## **NJSLS - Computer Science and Design Thinking**

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CS.K-2.8.1.2.IC.1

Compare how individuals live and work before and after the implementation of new computing technology.

## **Rationale and Transfer Goals**

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Students will learn about other past forms of technology and how it has changed. Students will be able to design and draw using a digital drawing program to practice using new technology. Students will notice how digital copy turns into a physical copy of their work. They will be able to label their drawings as well using the keyboards, enhancing their letter recognition. They will have the opportunity to be creative in their submissions to the alphabet project, hopefully being bolder in their choices as the project progresses.

## **Enduring Understandings**

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Technology is constantly changing and evolving.

Technology makes our lives easier.

You can create artwork using this new medium and can use it to create any image you can imagine.

## **Essential Questions**

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How can computers help me enhance my creativity?

How has technology changed over the years?

## **Content - What will students know?**

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- More advanced mouse skills.
- Basic typing skills.
- Printing final copy of projects.
- Letter recognition.
- Capitalization.
- Identify different forms of technology.
- How technology has changed.

## **Skills - What will students be able to do?**

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- Use a mouse to create various shapes in different colors.
- Add words and names to their artwork.
- Create artwork incorporating text and drawing and print projects.
- Create a picture of a word beginning with a particular letter of the alphabet.
- Write their name using capital letters.
- Identify previously used technology equipment.
- Explain how technology has changed and how it simplifies life.

## **Activities - How will we teach the content and skills?**

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- Demonstration of drawing program, Practice creating shapes using smartboard.
- Demonstration of keyboard use.
- Discussion of planning their vision, Demonstration of print function.

- Notebook presentation
- Brainstorming possible drawing subjects.
- Show different technology equipment pictures using presentations and videos.
- Discuss and show how publishing has changed.

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

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- Teacher observation.
- verbal quiz.
- Teacher observation of student work.
- Observation of digital drawing to present to their parents.
- Analysis of submissions for class alphabet books, creating slides containing a picture, label, and their name.
- SMART Board technology timeline activity.
- Discuss how technology has made their life easier.

**Spiraling for Mastery**

Content or Skill for this Unit	Spiral Focus from Previous Unit	Instructional Activity
Mouse Skills: Drawing on the computer using the mouse	Identifying Parts of the computer and their function	Create a picture of a word beginning with a particular letter of the alphabet

**Key Resources**

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Smart Notebook presentations

ABCya Paint

BrainPop

PBS Learning Media

## **21st Century Life and Careers**

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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**

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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.TL.6                      Illustrate and communicate ideas and stories using multiple digital tools (e.g., SL.2.5.).

## **Interdisciplinary Connections/Companion Standards**

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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

Art: Extensive opportunities to support the Art curriculum through this unit on using computers to make visual representations

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.

