

Unit 3

Content Area: **Technology**
Course(s): **Technology 1, Technology 2**
Time Period: **March**
Length: **Trimester 3**
Status: **Published**

Unit 3 Overview (Trimester 3)

In this unit, Second-Grade students will begin to apply their digital skills to problem-solving.

Through various tasks using several different digital tools, the students will learn to evaluate problems and work out solutions through questioning and research.

Basic foundational skills and Digital Citizenship will also be included in both instruction and practice.

Unit 3 Essential Questions

- How are digital tools alike and how are they different?
- I can I solve problems through research?
- What do I need to know before I choose which digital tool to use?

Unit 3 Priority Standards

CS.K-2.8.1.2.NI.1	Model and describe how individuals use computers to connect to other individuals, places, information, and ideas through a network.
CS.K-2.8.2.2.ITH.2	Explain the purpose of a product and its value.
CS.K-2.8.2.2.ITH.3	Identify how technology impacts or improves life.
CS.K-2.8.2.2.ITH.5	Design a solution to a problem affecting the community in a collaborative team and explain the intended impact of the solution.

Unit 3 Learning Goals

Learning Goals

- I can use critical thinking to conduct research.
- I can use geographic maps to solve problems.
- I can identify a problem and use digital tools to guide an investigation.

- I can compare the common uses of at least two different digital applications and identify the advantages and disadvantages of using each.

FOUNDATIONAL LEARNING GOALS

Learning Goals

- I can use digital tools to access, manage, evaluate, and synthesize information in order to solve problems and collaborate with others in order to create and communicate knowledge.

- I can identify a problem and determine questions to guide an investigation.
- I can use critical thinking skills to plan and conduct research.
- I can use geographic mapping tools appropriately.
- I can compare the common uses of at least two different digital applications and identify the advantages and disadvantages of using each.
- I can use digital tools.

Unit 3 Targets

- I can make a plan and follow it to conduct research.
- I can use a mapping tool appropriately.
- I can compare two digital applications and explain the advantages and disadvantages of using each.
- I can identify a problem and determine what questions need to be asked in order to solve the problem.
- I can use digital tools.

Unit 3 Learning Plan

Class	Target	Learning Plan
Week 21	<ul style="list-style-type: none"> • I can identify a problem and determine what questions need to be asked in order to solve the problem. 	This is the first

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Note: All class members will participate in the activity.

This is the second day of the unit.

The teacher will use a mapping tool. The teacher will explain the purpose of the assignments in class. The students will use the mapping tool to create a map of the area. Each student will use the mapping tool to create a map of the area.

Week
25

- I can use a mapping tool appropriately.

The teacher will use a mapping tool. The teacher will explain the purpose of the assignments in class.

Note: All class members will participate in the activity.

This is the third day of the unit.

The teacher will use a mapping tool. The teacher will explain the purpose of the assignments in class. The students will use the mapping tool to create a map of the area. Each student will use the mapping tool to create a map of the area.

Week
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- I can use a mapping tool appropriately.

The teacher will use a mapping tool. The teacher will explain the purpose of the assignments in class.

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Unit 3 Assessments

- Comparative Composition: Document Assessment using Rubric
- Comparative Table: Document Assessment using Rubric
- Keyboarding Assessment: Online Test
- Search Engine Project: Document Assessment using Rubric

- Vocabulary: Online Test through Blended Learning Platform

Technology

- Individual Student Chromebooks
- Promethean Board
- Teachner PC/Chromebook

Materials & Resources

- Internet Access
- Program Access: Keyboarding Practice
- Program Access: Student Learning Platform
- Program Access: Word Processing

21st Century Themes

WRK.9.2.8.CAP.4 Explain how an individual's online behavior (e.g., social networking, photo exchange, video postings) may impact opportunities for employment or advancement.

Today, we live in a technology and media-driven environment, marked by access to an abundance of information, rapid changes in technology tools and the ability to collaborate and make individual contributions on an unprecedented scale. Effective citizens and workers must be able to exhibit a range of functional and critical thinking skills, such as:

- Information Literacy
 - Media Literacy
 - ICT (Information, Communications, and Technology) Literacy
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- ICT (Information, Communications, and Technology) Literacy
 - Information Literacy
 - Media Literacy

Career Readiness, Life Literacies, & Key Skills

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.DC.1	Explain differences between ownership and sharing of information.
TECH.9.4.2.DC.2	Explain the importance of respecting digital content of others.
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.2	Create a document using a word processing application.
TECH.9.4.2.TL.3	Enter information into a spreadsheet and sort the information.
TECH.9.4.2.TL.5	Describe the difference between real and virtual experiences.
TECH.9.4.2.IML.1	Identify a simple search term to find information in a search engine or digital resource.

Interdisciplinary Connections

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