Swedesboro-Woolwich School District's STEAM / Technology Curriculum Guidance Document GRADE 6 – Unit 3 Technology

Mission Statement

The primary goal of the Swedesboro-Woolwich School District is to prepare each student with the real life skills needed to compete in a highly competitive global economy. This will be achieved by providing a comprehensive curriculum, the integration of technology, and the professional services of a competent and dedicated faculty, administration, and support staff.

Guiding this mission will be Federal mandates, including No Child Left Behind, the New Jersey Core Curriculum Content Standards, and local initiatives addressing the individual needs of our students as determined by the Board of Education. The diverse resources of the school district, which includes a caring PTO and active adult community, contribute to a quality school system. They serve an integral role in supporting positive learning experiences that motivate, challenge and inspire children to learn.

Unit/Module Overview

In unit 3, students will learn to:

- During the third trimester, the students in sixth grade explore in detail the importance of Digital Citizenship. The students will understand the appropriate uses for social media and the negative consequences of misuse. Internet safety, etiquette, and security will be emphasized. Students will use various digital tools to practice appropriate uses for social media. Students will also explore the possible ways of using digital tools to become a life-long learner.
- NOTE: This unit takes place during the 3rd Trimester. This Trimester contains 10 class meetings, however, due to various other activities including PARCC Testing, field trips, end-of-year activities, and assemblies, some classes may meet less than 10 times. The teacher will modify each of the lessons to fit the actual classes.

Standards Covered in Current Unit/Module

Related Standards and Learning Goals

- **TECH.9.4.8.CI.3** Examine challenges that may exist in the adoption of new ideas (e.g., 2.1.8.SSH, 6.1.8.CivicsPD.2).
- **TECH.9.4.8.CT.3** Compare past problem-solving solutions to local, national, or global issues and analyze the factors that led to a positive or negative outcome.
- **TECH.9.4.8.DC.1** Analyze the resource citations in online materials for proper use.
- TECH.9.4.8.DC.3 Describe tradeoffs between allowing information to be public (e.g., within online games) versus keeping information private and secure.
- **TECH.9.4.8.DC.5** Manage digital identity and practice positive online behavior to avoid inappropriate forms of self-disclosure.
- TECH.9.4.8.TL.6 Collaborate to develop and publish work that provides perspectives on a real-world problem.

| Unit/Module Weekly Learning Activities and Pacing Guide | | | |
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| Topic & # Days | NJ Standards | Critical Knowledge & Skills | Possible Resources & Activities |
| Week 21 | TECH.9.4.8.DC.5 TECH.9.4.8.DC.3 TECH.9.4.8.CI.3 | Obj. We are learning to: understand that human, cultural, and societal issues exist, that are related to technology, and I can practice legal and ethical behavior. Suggested Formative Assessment(s): Keyboarding Skills: Online Typing Test Vocabulary and General Knowledge: Online Quizzes/Tests | Beginning with this class and continuing for an additional eight classes, students will learn about Digital Citizenship. Students will learn through guided research, online resources and best practices as explained by the teacher, what being a good Digital Citizen means. Students will use role play to practice what they learn. In order to make the role play as authentic as possible, various online tools will be used. These tools will mimic social media, however, the tools will be controlled by the teacher and posts and role play will not extend outside of the classroom. |

| | | | During each of the classes, a different topic will be discussed, topics include, but are not limited to the following: internet safety, legal use/reuse of material, Creative Commons Licensing, social media etiquette and appropriateness. Students will also be introduced to a screencasting tool. The students will learn how to make a screencast and publish it. The students will create a PSA (public service announcement) for a specific target audience as directed by the teacher. The students will conduct |
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| Week 22 | • TECH.9.4.8.DC.5 • TECH.9.4.8.DC.3 • TECH.9.4.8.CI.3 | Obj. We are learning to: understand that human, cultural, and societal issues exist, that are related to technology, and I can practice legal and ethical behavior. demonstrate personal responsibility for lifelong learning. Suggested Formative Assessment(s): PSA Project: Student Submission Assessed by Rubric | research and then create a PSA on their assigned topic. 2nd of 9 Students will learn through guided research, online resources and best practices as explained by the teacher, what being a good Digital Citizen means. Students will use role play to practice what they learn. In order to make the role play as authentic as possible, various online tools will be used. These tools will mimic social media, however, the tools will be controlled by the teacher and posts and role play will not extend outside of the classroom. During each of the classes, a different topic will be discussed, topics include, but are not limited to the following: internet safety, legal use/reuse of material, Creative Commons Licensing, social media etiquette and appropriateness. Students will also be introduced to a screencasting tool. The students will learn how to make a screencast and |

| Week 23 | • TECH.9.4.8.CI.3 | Obj. We are learning to: | publish it. The students will create a PSA (public service announcement) for a specific target audience as directed by the teacher. The students will conduct research and then create a PSA on their assigned topic. |
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| | | use digital tools appropriately for various purposes. Suggested Formative Assessment(s): Screencasting: Student Screencast Submission Assessed by Rubric | 3rd of 9 Students will learn how to use a screencasting tool. |
| Week 24 | • TECH.9.4.8.CI.3 • TECH.9.4.8.CT.3 • TECH.9.4.8.DC.1 • TECH.9.4.8.DC.3 • TECH.9.4.8.DC.5 • TECH.9.4.8.TL.6 | Obj. We are learning to: understand that human, cultural, and societal issues exist, that are related to technology, and I can practice legal and ethical behavior. demonstrate personal responsibility for lifelong learning. use digital media and environments to communicate and learn advocate and practice safe, legal, and responsible use of information and technology. exhibit leadership for digital citizenship. digital tools appropriately for various purposes. Suggested Formative Assessment(s): Screencasting: Student Screencast Submission Assessed by Rubric | Students will learn through guided research, online resources and best practices as explained by the teacher, what being a good Digital Citizen means. Students will use role play to practice what they learn. In order to make the role play as authentic as possible, various online tools will be used. These tools will mimic social media, however, the tools will be controlled by the teacher and posts and role play will not extend outside of the classroom. During each of the classes, a different topic will be discussed, topics include, but are not limited to the following: internet safety, legal use/reuse of material, Creative Commons Licensing, social media etiquette and appropriateness. Students will also be introduced to a screencasting tool. The students will learn how to make a screencast and publish it. |

| Week 25 | TECH.9.4.8.CI.3 TECH.9.4.8.CT.3 TECH.9.4.8.DC.1 TECH.9.4.8.DC.3 TECH.9.4.8.DC.5 TECH.9.4.8.TL.6 | Obj. We are learning to: understand that human, cultural, and societal issues exist, that are related to technology, and I can practice legal and ethical behavior. demonstrate personal responsibility for lifelong learning. | The students will create a PSA (public service announcement) for a specific target audience as directed by the teacher. The students will conduct research and then create a PSA on their assigned topic. 5th of 9 Students will learn through guided research, online resources and best practices as explained by the teacher, what being a good Digital Citizen means. |
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| | | use digital media and environments to communicate and learn advocate and practice safe, legal, and responsible use of information and technology. exhibit leadership for digital citizenship. digital tools appropriately for various purposes. Suggested Formative Assessment(s): PSA Project: Student Submission Assessed by Rubric | Students will use role play to practice what they learn. In order to make the role play as authentic as possible, various online tools will be used. These tools will mimic social media, however, the tools will be controlled by the teacher and posts and role play will not extend outside of the classroom. During each of the classes, a different topic will be discussed, topics include, but are not limited to the following: internet safety, legal use/reuse of material, |
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| Week 26 | TECH.9.4.8.CI.3 TECH.9.4.8.CT.3 TECH.9.4.8.DC.1 TECH.9.4.8.DC.3 TECH.9.4.8.DC.5 | Obj. We are learning to: understand that human, cultural, and societal issues exist, that are related to technology, and I can practice legal and ethical behavior. demonstrate personal responsibility for lifelong | 6th of 9 Students will learn through guided research, online |

| • TECH.9.4.8.TL.6 | learning. use digital media and environments to communicate and learn advocate and practice safe, legal, and responsible use of information and technology. exhibit leadership for digital citizenship. digital tools appropriately for various purposes. Suggested Formative Assessment(s): PSA Project: Student Submission Assessed by Rubric | resources and best practices as explained by the teacher, what being a good Digital Citizen means. Students will use role play to practice what they learn. In order to make the role play as authentic as possible, various online tools will be used. These tools will mimic social media, however, the tools will be controlled by the teacher and posts and role play will not extend outside of the classroom. During each of the classes, a different topic will be discussed, topics include, but are not limited to the following: internet safety, legal use/reuse of material, Creative Commons Licensing, social media etiquette and appropriateness. Students will also be introduced to a screencasting tool. The students will learn how to make a screencast and publish it. |
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| | | The students will create a PSA (public service announcement) for a specific target audience as directed by the teacher. The students will conduct research and then create a PSA on their assigned topic. |
| Week 27 TECH.9.4.8.CI.3 TECH.9.4.8.DC.1 TECH.9.4.8.DC.3 TECH.9.4.8.DC.5 TECH.9.4.8.TL.6 | Obj. We are learning to: understand that human, cultural, and societal issues exist, that are related to technology, and I can practice legal and ethical behavior. demonstrate personal responsibility for lifelong learning. use digital media and environments to communicate and learn advocate and practice safe, legal, and responsible use of information and technology. exhibit leadership for digital citizenship. digital tools appropriately for various purposes. Suggested Formative Assessment(s): | 7th of 9 Students will learn through guided research, online resources and best practices as explained by the teacher, what being a good Digital Citizen means. Students will use role play to practice what they learn. In order to make the role play as authentic as possible, various online tools will be used. These tools will mimic social media, however, the tools will be controlled by the teacher and posts and role play will not extend |

| | | PSA Project: Student Submission Assessed by Rubric | outside of the classroom. |
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| Week 28 | • TECH.9.4.8.CI.3 • TECH.9.4.8.CT.3 • TECH.9.4.8.DC.1 • TECH.9.4.8.DC.3 • TECH.9.4.8.DC.5 • TECH.9.4.8.TL.6 | Obj. We are learning to: • understand that human, cultural, and societal issues exist, that are related to technology, and I can practice legal and ethical behavior. • demonstrate personal responsibility for lifelong learning. • use digital media and environments to communicate and learn • advocate and practice safe, legal, and responsible use of information and technology. • exhibit leadership for digital citizenship. • digital tools appropriately for various purposes. Suggested Formative Assessment(s): • PSA Project: Student Submission Assessed by Rubric | During each of the classes, a different topic will be discussed, topics include, but are not limited to the following: internet safety, legal use/reuse of material, Creative Commons Licensing, social media etiquette and appropriateness. Students will also be introduced to a screencasting tool. The students will learn how to make a screencast and publish it. The students will create a PSA (public service announcement) for a specific target audience as directed by the teacher. The students will conduct research and then create a PSA on their assigned topic. 8th of 9 Students will learn through guided research, online resources and best practices as explained by the teacher, what being a good Digital Citizen means. Students will use role play to practice what they learn. In order to make the role play as authentic as possible, various online tools will be used. These tools will mimic social media, however, the tools will be controlled by the teacher and posts and role play will not extend outside of the classroom. |
| | | | During each of the classes, a different topic will be discussed, topics include, but are not limited to the following: internet safety, legal use/reuse of material, Creative Commons Licensing, social media etiquette and |

| | | | appropriateness. Students will also be introduced to a screencasting tool. The students will learn how to make a screencast and publish it. The students will create a PSA (public service announcement) for a specific target audience as directed by the teacher. The students will conduct research and then create a PSA on their assigned topic. |
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| Week 29 | • TECH.9.4.8.CI.3 • TECH.9.4.8.CT.3 • TECH.9.4.8.DC.1 • TECH.9.4.8.DC.3 • TECH.9.4.8.DC.5 • TECH.9.4.8.TL.6 | Obj. We are learning to: understand that human, cultural, and societal issues exist, that are related to technology, and I can practice legal and ethical behavior. demonstrate personal responsibility for lifelong learning. use digital media and environments to communicate and learn advocate and practice safe, legal, and responsible use of information and technology. exhibit leadership for digital citizenship. digital tools appropriately for various purposes. Suggested Formative Assessment(s): PSA Project: Student Submission Assessed by Rubric | 9th of 9 Students will learn through guided research, online resources and best practices as explained by the teacher, what being a good Digital Citizen means. Students will use role play to practice what they learn. In order to make the role play as authentic as possible, various online tools will be used. These tools will mimic social media, however, the tools will be controlled by the teacher and posts and role play will not extend outside of the classroom. During each of the classes, a different topic will be discussed, topics include, but are not limited to the following: internet safety, legal use/reuse of material, Creative Commons Licensing, social media etiquette and appropriateness. Students will also be introduced to a screencasting tool. The students will learn how to make a screencast and publish it. The students will create a PSA (public service announcement) for a specific target audience as |

| | | | directed by the teacher. The students will conduct research and then create a PSA on their assigned topic. |
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| Week 30 | TECH.9.4.8.CI.3 TECH.9.4.8.CT.3 TECH.9.4.8.DC.1 TECH.9.4.8.DC.3 TECH.9.4.8.DC.5 TECH.9.4.8.TL.6 | Obj. We are learning to: understand that human, cultural, and societal issues exist, that are related to technology, and I can practice legal and ethical behavior. demonstrate personal responsibility for lifelong learning. use digital media and environments to communicate and learn advocate and practice safe, legal, and responsible use of information and technology. exhibit leadership for digital citizenship. digital tools appropriately for various purposes. Suggested Formative Assessment(s): Vocabulary and General Knowledge: Online Quizzes/Tests Keyboarding Skills: Online Typing Test | This is the last class of the school year. It will be used as a review class. |

<u>Link to Additional Components including Cross Curricular Connections, Accommodations, Assessments, Etc</u>

ELA Enduring Understanding Statements