

Scheduling will determine whether you see students for two 30-minute sessions per A-E rotation, or for one 60-minute session per A-E rotation. Use **Brain Breaks** as needed to provide relief from screen time when you have hour-long classes. You will decide at what point in the lesson you may stop and then re-start content when two 30-minute sessions are scheduled. **This same information applies to grades 2-5.** 

Objective	Lesson - Quarter 1/Week 1	Vocabulary	Resources
Welcome	Welcome students to the Computer Lab. Have them sit on the floor near you.	Computer Lab Drills	Brain Breaks: http://bit.ly/kq11
Computer Lab Procedures	Show them the <i>Welcome PPT</i> and share your guidelines with them. You will add in your own information to the Welcome PPT (shell is on the CLA site).  Explain to students that using the computers in your lab	Assigned Seats Logging In Logging Off Username	✓ Practice drills today so students understand what they need to do.
Logging In	is a privilege and that they will always be expected to follow the rules. Review Computer Lab procedures. Have them either sign an agreement sheet (by class or grade	Password	✓ Practice lining up and coming into and exiting the lab.
Logging Off	level) or have a rules poster ready (each student should sign the whole-school poster, which you will always display in class). See CLA website for these documents.  Explain that sometimes they will use headphones in your class. Demo how to use headphones/change volume.		✓ Make a special point to remind students to leave their computer areas neat and tidy by modeling pushing in their
2.b. Students engage in positive, safe, legal, and ethical	Establish a routine for using headphones (use and storage).  Assign seats and hand out login cards.  Review logging in (CLA website) and logging off.		chairs, placing headphones back where they belong, etc.
behavior when using technology, including social interactions	Have students sit at their assigned seats.  After students successfully log in, have them locate and open <i>ABCYa</i> (Tizmos/K-2). Some students may need one-		Helpful Hint: Have login cards completed and ready to hand out before this lesson.
online or when using networked devices.	on-one help practicing logging in.  Allow students five minutes at the end of class to log off.  Depending on their comfort level, have them log off either as a group with your instruction, or individually.		Helpful Hint: Set a timer for the last five minutes of class to allow students time to log off.



Objective	Lesson Quarter 1/Week 2	Vocabulary	Resources
Logging In	Welcome students to the Computer Lab. Have them sit on the floor near you.  Show them an enlarged copy of a keyboard on	Logging In Logging Off Username	Brain Breaks: <a href="http://bit.ly/kq11">http://bit.ly/kq11</a> ✓ Make up a username and
Logging Off	the screen (or on the wall if you have a display). Familiarize them with the layout of	Password Microsoft Word	password combo that looks like something the
Keyboarding:	the keyboard.  Demonstrate how to locate and open <i>MS Word</i> , and type your username and password	Keyboard BackspaceEnter Space Bar	students would use for your demonstration.
Recognition	five times (using enter after each time you type your name). Make some mistakes so you can show students how to use the backspace key to fix your mistakes. Show them the	Blinking Cursor	Helpful Hint: have the MS Word icon loaded on student computers before this lesson.
1.d. Students understand fundamental concepts of technology operations, demonstrate the ability to choose, use, and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.	blinking cursor and explain what this is.  Demonstrate how to exit out of the program and re-enter it to model this for students.  Have them sit at their assigned seats, log in, locate and open <i>MS Word</i> , and practice typing their username and password five times. Make sure to tell them they will press enter each time they type their username/password combo. Have them show you their completed work.  Have the students log off, and log in again for practice.  Students may then locate and open <i>ABCYa</i> (Tizmos/K-2) for the remainder of class.  Remind them to log off before class time is		



Objective	Lesson – Quarter 1/Week 3	Vocabulary	Resources
Recognition  1.d. Students understand fundamental concepts of technology operations, demonstrate the ability to choose, use, and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.	Welcome students to the Computer Lab. Have them sit on the floor near you.  Review the layout of the keyboard.  Review how to open <i>MS Word</i> and type a writing prompt. Review the vocabulary list and check for understanding. Exit out of the program and re-enter it to model this for students.  Have students sit at their assigned seats, log in and open <i>MS Word</i> and practice writing the prompt. Once the assignment is completed and verified by you, have them choose an <i>ABCYa</i> (Tizmos/Keyboarding) keyboarding activity such as <i>Keyboard Climber</i> or <i>Keyboard Climber 2</i> .  Remind them to log off before class time is over.	MS Word Keyboard Backspace Enter Space Bar Blinking Cursor Period Shift	Writing prompt suggestion:  My name is I am in first grade. My teacher is I go to school at  ✓ Remind students to sound the words out.  ✓ If the writing prompt is too difficult, ask the classroom teacher for a list of the weekly spelling and vocabulary words. Have students type words using Enter after each word.



Objective	Lesson – Quarter 1/Week 4	Vocabulary	Resources
Objective Keyboarding: Application	Welcome students to the Computer Lab and gather them around you.  Demonstrate <i>ABCYa Story Maker</i> (Tizmos/K-2). You will show them how to use the paint and typing icons. Demonstrate how to print.  Discuss printing procedures in your lab. Tell them that today they will be printing their projects in black and white.	Vocabulary Printing Icon	Resources  Brain Breaks: <a href="http://bit.ly/kq11">http://bit.ly/kq11</a> ✓ Project Prompts:  - If you could have a superpower, what would it be and why?
1.d. Students understand fundamental	Have them sit at their assigned seats, log in, and locate and use <i>ABCYa Story Maker</i> to create their own art and text project (using one of the provided project prompts – or make up some of your own). Once completed, remind them how to use the print icon. Allow plenty of time for printing.  Collect their creations and give them to the classroom teacher to send home to share with		<ul> <li>If you could be any animal, what would it be and why?</li> <li>If you won the lottery, how would you spend the money?</li> </ul>
concepts of technology operations, demonstrate the ability to choose, use, and troubleshoot current technologies and are able to transfer their knowledge to explore emerging	families.  Log off.		You may opt to provide students with a prewritten story. Have copies ready to hand out for each student to have at their computer.  Helpful Hint: Use a timer to help remind students when 10 minutes of class are left so they
technologies.			minutes of class are left so they have time to print their projects.



Widding Skills	ouse ght Click ft Click	/bit.ly/kq11
, , , , , , , , , , , , , , , , , , ,	different activities in	Red Fish light enough h Soup site) so you h student. Or e copies then use a nark the A website for u will use itional e you collect



Objective	Lesson – Quarter 1/Week 6	Vocabulary	Resources
Technology Application	<ul> <li>Welcome students to the Computer Lab. Have them sit on the floor near you.</li> <li>Tell students that technology will be with them throughout their lives.</li> </ul>	Icon Exit Tab	Brain Breaks: http://bit.ly/kq11
1.a. Students articulate and set personal learning goals, develop strategies leveraging technology to achieve them, and reflect on the learning process itself to improve learning	Show an Enrichment Video from choices provided on the CLA  website/Resources/Videos. Have them stay seated on the floor while you watch the video.  If time permits, discuss video concepts.  Briefly review how to locate the Red Fish Soup program (Tizmos/Home).  Have students sit at their assigned seats, log in and open Red Fish Soup. Give each student a different highlighted handout (same as last week).  Each student will use their handout to locate the assigned activity and will explore it. Have them raise their hand to show or teach you (or a peer) how it works. They may choose another assignment handout for further exploration.  Log off.		Helpful Hint: Before your class arrives, make sure you have chosen which video you will share.  ✓ Enrichment Videos (CLA website/Resources/Videos).  ✓ Remember to collect the Red Fish Soup handouts as students log off. You will use them with other classes!
outcomes.			



Objective	Lesson – Quarter 1/Week 7	Vocabulary	Resources
1.a. Students articulate and set personal learning goals, develop strategies leveraging technology to achieve them, and reflect on the learning process itself to improve learning outcomes.	<ul> <li>Welcome students to the Computer Lab. Have them sit on the floor near you.</li> <li>Tell students they will learn about the different parts of the computers they use. You may show one of the PPT options available on the CLA website.</li> <li>Choose an activity to follow up your instruction:         <ul> <li>Computer Detective PPT (has question prompts) − CLA website</li> <li>ABCYa Find the Technology game (Tizmos/K-2/ABCYa/K/Skills)</li> <li>Color Pages - CLA website</li> </ul> </li> <li>Have students log in, locate and open MS Word, and type the computer parts prompts (Resources column).</li> <li>If time permits, and students have successfully completed the writing prompts, choose a second activity above for further exploration, or students may practice mousing skills using Red Fish Soup (Tizmos/Home).</li> <li>Log off.</li> </ul>	Mouse CPU Monitor Keyboard USB Port Volume Control Headphones Printer	## Prain Breaks: http://bit.ly/kq11       This week provides you with a great opportunity for teaching, reinforcing, and practicing any mouse skills that students need.      Writing Prompts:  1. The brains of the computer is the CPU. 2. The monitor is what we look at. 3. The mouse moves the pointer. 4. I can type on the keyboard. 5. The on/off switch is on the computer tower.  ### Helpful Hint: Print out the writing prompts so each student has a copy in front of them for ease in typing. You may make several copies of the prompts per page, and cut pages into strips.



Objective	Lesson – Quarter 1/Week 8	Vocabulary	Resources
MS Word:	Welcome students to the Computer Lab. Have them sit on the floor near you.		Brain Breaks: http://bit.ly/kq11
Review	Explain that students will be practicing their MS Word skills, and type a writing prompt to share with their parents at upcoming Parent/Teacher Conferences.		✓ Suggested writing prompts:  My name is
	Re-demonstrate using <i>MS Word</i> (location, opening new file, etc.) if necessary. You may not need this step.  Remind them of printing procedures for your lab.		My teacher's name is In Computer Lab I have
1.a. Students articulate and set personal learning goals, develop strategies	Have students log in, locate and open <i>MS Word</i> , and type answers to the writing prompt. Students need to also type their name and their teacher's name at the top of the page.  Once they have printed and turned in their		learned how to  ✓ You may make your own writing prompts, if desired.
leveraging technology to achieve them, and reflect on the learning process itself to improve learning outcomes.	assignment to you, they may choose to visit either <i>Red Fish Soup</i> (Tizmos/Home) for mousing practice or <i>ABCYa</i> (Tizmos/Home) for Internet navigation.  Collect printed copies and give to the teacher to hand out during Parent/Teacher conferences.  Log off.		Helpful Hint: print the writing prompt out ahead of time so each student has a copy in front of them for ease in typing.





Objective	Lesson – Quarter 2/Week 2	Vocabulary	Resources
MS Word:	Welcome students to the Computer Lab. Have	MS Word	Brain Breaks:
Font Color	them sit on the floor near you.  Demonstrate how to locate and open the Alphabet document in <i>MS Word</i> they saved the class before.  Introduce new vocabulary.	Ribbon Tabs Groups Font Color Open	http://bit.ly/kq11  Helpful Hint: Use "Save" for this
Opening a Saved Document	Demonstrate how to select a group of letters (Aa Bb Cc, etc.) in the document, and how to change the font color. Demonstrate how to save the document. This time make sure to show them that	H Drive Clicking and Dragging Selecting	lesson. Because the file was originally saved with a file name of "Alphabet" there is no need to use Save As for a new file
Save As	the second (and subsequent) time they save a document they will use <b>Save</b> .  Briefly discuss the difference between <b>Save</b> and	Save Minimize Maximize	name.
Save	Save As.  Instruct students to log in, locate and open MS		
1.d.	Word.		
Students understand fundamental concepts	Walk students through opening a document together.		
of technology operations, demonstrate the ability	<ul> <li>Have students change each letter group to a different color.</li> <li>Have students minimize their work and go to <i>Red</i></li> </ul>		
to choose, use, and troubleshoot current technologies and are able to transfer their	<ul> <li>Fish Soup (Tizmos/Home) as they complete the assignment.</li> <li>The last 10 minutes of class, have students maximize their document and save together as a</li> </ul>		Helpful Hint: Have a timer handy, or use an online timer so you are ready for the "group
knowledge to explore emerging technologies.	class. You may need to remind them to use <b>Save</b> .  Log off.		save" and have 7-10 minutes available for this and individually logging off.



Objective	Lesson – Quarter 2/Week 3	Vocabulary	Resources
MS Word:	Welcome students to the Computer Lab. Have them sit on the floor near you.	Ribbon Tabs	Brain Breaks: http://bit.ly/kq11
Font Size	Re-demonstrate how to open their <i>MS Word</i> Alphabet document. Introduce new vocabulary; review <i>MS Word</i>	Groups Font Style Font Size	
Font Style	vocabulary as needed for understanding.  Demonstrate how to select a group of letters (Aa Bb Cc, etc.) and change the font style and size.  Demonstrate how to save the document.  Instruct students to log in, locate and open <i>MS Word</i> .  Walk students through opening a document together.	Open H Drive Clicking and Dragging Selecting Save Minimize Maximize	
4.b. Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.	Have students change each letter group to a different font size and style.  Have students minimize their work and go to <i>Red Fish Soup</i> (Tizmos/Home) as they complete the assignment.  The last 10 minutes of class, have students maximize their <i>MS Word</i> document and save together as a class.  Log off.		Helpful Hint: Have a timer handy, or use an online timer so you are ready for the "group save" and have 10 minutes available for this and individually logging off.



Objective	Lesson – Quarter 2/Week 4	Vocabulary	Resources
Keyboarding:	<ul> <li>Welcome students to the Computer Lab. Have them sit on the floor near you.</li> <li>Project an enlarged keyboard graphic on the</li> </ul>	Period Exclamation Point Comma	Brain Breaks: <a href="http://bit.ly/kq11">http://bit.ly/kq11</a> ✓ Create a writing prompt
Recognition	screen. Review the layout of the keyboard. Introduce exclamation point and comma	Shift	that incorporates the punctuation you want
Punctuation Keys	punctuation keys, explaining the use of the shift key.  Review how to open <i>MS Word</i> and type the		the students to practice, or use the one below.
MS Word:	writing prompt they will use for this lesson.  Review "Save As." (See Week 1 for instructions).  Tell students that they will use the document		✓ Writing prompt suggestion:
Save As	they save today again during their next lesson.  Have students log in, locate and open <i>MS Word</i>		I love winter! The first
Students understand fundamental concepts	and practice writing the prompt. Once the assignment is completed and verified by you, have the students <b>Save As</b> "Snowman" for use		time it snows, I will build a snowman.
of technology operations, demonstrate the	next week.  Students who complete the assignment may go to an <i>ABCYa</i> keyboarding activity (Tizmos/K-2).		Helpful Hint: You need to explicitly demonstrate how to
ability to choose, use, and troubleshoot current technologies	Log off.		use the shift key to make the punctuation mark.
and are able to transfer their knowledge to explore			
emerging technologies.			



Objective	Lesson – Quarter 2/Week 5	Vocabulary	Resources
MS Word:  Online Pictures  2.c. Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.  4.b. Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.	Welcome students to the Computer Lab. Have them sit on the floor near you.  Re-demonstrate how to locate and open the <i>MS Word</i> Snowman document they completed in the previous class, using your document as an example. Show the students how to use the Insert Tab.  Demonstrate how to locate and insert online pictures (photos and clip art), using the <i>MS Word</i> automatic Bing Creative Commons results.  Explain Creative Commons: the online photos and clip art that appear using the Bing search are copyright free and available for anyone to use. Other photos and clip art that appear in a Google search, for example, may have special "rights" attached to them and require that students tell who made them. With the Bing Creative Commons images, they may use them without needing any type of permission.  Show students how to search for, select, and insert a picture of a snowman.  Demonstrate how to wrap text using the Picture Tools Tab and the Floater Menu.  Demonstrate how to click and drag the mouse in order to move the picture.  Demonstrate how to resize a picture using the resize handles.  Re-demonstrate Save (using Save because they already used Save As when they first created the document).  Have students to log in, locate and open <i>MS Word</i> . They should locate and open their Snowman document and insert an online picture, following the instruction you provided them.  If time permits, students may add additional text to the writing prompt or add more online pictures.  At the end of class, students should Save their work.  Log off.	Bing Online Photos or Clip Art Wrap Text Insert Tab Creative Commons Picture Tools Tab Clicking and Dragging Resize Handles	Brain Breaks: http://bit.ly/kq11  Helpful Hint: If you aren't familiar with Bing online pictures image searching via MS Word, take a few moments to use this feature so you'll be comfortable with locating results and teaching this concept to students.



Objective	Lesson – Quarter 2/Week 6	Vocabulary	Resources
MS Word:	Welcome students to the Computer Lab. Have them sit on the floor near you.  Re-demonstrate how to create a new document in	New Document Page Layout Tab Portrait	Brain Breaks: <a href="http://bit.ly/kq11">http://bit.ly/kq11</a> ✓ Have a completed "Fancy
Page Layout Tab	MS Word.  Using your new blank page, show students how to use the Page Layout Tab and demonstrate how to change the layout from portrait to landscape.	Insert Tab Online Pictures Home Tab	Name" model to show the students after you have demonstrated the skills they will need to
Insert Tab	<ul> <li>Type your name, demonstrating how to change the font, size and color.</li> <li>Re-demonstrate how to insert online photos or clip art. Remind students that they need to use</li> </ul>	Font Size Font Style Font Color Save As	use to make their own Fancy Name.  ✓ You may wish to provide
Home Tab	Wrap Text to be able to move pictures. Show them how to change sizes of images so they fit on one page.  Ask students how they would save a new document like the one you just created. Check for Save As/Save understanding.  Have students log in, locate and open MS Word. Their assignment is to create their fancy name following the instructions your provided.		students with a simple checklist rubric stating project requirements: type name, change font size and color, inserts online pictures, save as, etc.
4.b. Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.	When the assignment is completed, students should save their document using Save As "Fancy Name."  If students finish early, they may explore activities in ABCYa (Tizmos/K-2).  Log off.		



Objective	Lesson – Quarter 2/Week 7	Vocabulary	Resources
Pre-Coding Logic Activities	Welcome students to the Computer Lab. Have them sit on the floor near you.	Coding Trial and Error	Brain Breaks: http://bit.ly/kq11
	<ul> <li>Tell students that today they will begin learning how to code. Coding is a way of making your brain solve puzzles. Some people do coding as a profession!</li> <li>Solving puzzles is both fun and hard work.</li> <li>Sometimes we make mistakes. Sometimes the</li> </ul>	Keep Trying	Helpful Hint: Make sure you practice using the <i>Snoring</i> game(s) before class so you understand how the program works!
4.c. Students develop, test, and refine prototypes as part of a cyclical design process.  4.d.	programs do not work right the first time. It is okay to make mistakes and to have to start over! Remind students they will need to keep trying.  Partner students up in pairs, and have each group log in to one computer. The student who logs in will get to be the driver. The other student will be the director and help brainstorm character and object movements		There are a variety of different <b>Snoring</b> coding activities stored in Tizmos/Coding.
Students exhibit a tolerance for ambiguity, perseverance, and the capacity to work with open-ended problems.	to solve the puzzles.  Have students locate and open <i>Snoring</i> (Tizmos/Coding), and work as a team to navigate and solve the logic problems.  If time permits, students may explore other <i>Snoring</i> activities (Tizmos/Coding).  Log off.		



Objective	Lesson – Quarter 2/Week 8	Vocabulary	Resources
Activities  4.c. Students develop, test, and refine prototypes as part of a cyclical design process.  4.d. Students exhibit a tolerance for ambiguity, perseverance, and the capacity to work with open-ended problems.	Welcome students to the Computer Lab. Have them sit on the floor near you.  Tell students that today they will be learning how to be animators. Check for understanding of what animation is.  Show students how to locate <i>Animate</i> in <i>ABCYa</i> (Tizmos/K-2).  Demonstrate the program, showing the background options, paint/drawing tools and illustration options. Show the students how to copy the frame. Demonstrate how to run the animation when they are finished. Show how to loop and show different speeds for viewing.  Have students log in, locate and open <i>Animate</i> and work individually to create their own short video. If they finish the assignment, allow them to create another video. They may show the videos to their classmates if you choose.  Log off.	Animation Loop Viewing Speed Illustrations Background Copy Frame Frame Paint Tools Drawing Tools	Helpful Hint: Preview the ABCYa Animate (Tizmos/K-2) activity before you use it with students.  ✓ As you are demonstrating how to use the program, create a short animation so that students can see an example of a finished product.



Objective	Lesson – Quarter 2/Week 9	Vocabulary	Resources
Pre-Coding Logic Activities  4.c. Students develop, test, and refine prototypes as part of a cyclical design process.	Welcome students to the Computer Lab. Have them sit on the floor near you.  Re-demonstrate, as needed, how to locate and use <i>Snoring</i> (Tizmos/Coding) activities and the <i>Animate</i> (Tizmos/K-2) program.  Have students log in, and self-select a precoding logic activity. They may choose a <i>Snoring</i> activity or use <i>Animate</i> again.  Log off.		Brain Breaks: http://bit.ly/kq11
4.d. Students exhibit a tolerance for ambiguity, perseverance, and the capacity to work with open-ended problems.			



Objective	Lesson – Quarter 3/Week 1	Vocabulary	Resources
Computer Lab Procedures Review	Welcome students to the Computer Lab. Have them sit on the floor near you.  Review Computer Lab rules and classroom agreements.		Prain Breaks: <a href="http://bit.ly/kq11">http://bit.ly/kq11</a> ✓ Revisit the same procedures and routines
Mousing Skills	Tell students that they will practice logging in and logging off today, and will also work on their mousing skills.		that you established during the first week of school.
1.d. Students understand fundamental concepts of technology operations, demonstrate the ability to choose, use, and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.	<ul> <li>Have students log in and self-select activities in either <i>Red Fish Soup</i> (Tizmos/Home) or <i>ABCYa</i> (Tizmos/K-2).</li> <li>Log off.</li> </ul>		✓ If students are coming back to school after a quarterly password change, you may wish to have new login cards available for them for this initial log in.



Objective	Lesson – Quarter 3/Week 2	Vocabulary	Resources
MS Word:	Welcome students to the Computer Lab. Have them sit on the floor near you.		Brain Breaks: http://bit.ly/kq11
Review	Explain to them that today they are going to play an online game quiz to see how well they remember what they have learned this year.		Helpful Hint: If necessary, refamiliarize yourself with <i>Kahoot</i> . <a href="https://getkahoot.com/">https://getkahoot.com/</a>
Keyboarding:	Demonstrate how to open a <i>Kahoot</i> login screen (Tizmos/Home). Demonstrate how to		✓ You may choose to give a
Review	use the displayed PIN, inputting this into their Kahoot screens, and then entering a first name.		prize to the top winners of each class.
1.d.	Have students log in, open the <i>Kahoot</i> login		
Students understand fundamental	page from Tizmos (Home), and enter the displayed PIN and their first name.		
concepts of	When all students are logged in, and have		
technology operations,	entered their game PINs, explain how to answer a question (by selecting the color that		
demonstrate the	corresponds to the correct answer).		
ability to choose, use, and	Run the <i>First Grade Kahoot MS Word and Keyboarding</i> review (CLA website).		
troubleshoot current	If there is time remaining, students may		
technologies and are	complete a keyboarding activity		
able to transfer their	(Tizmos/Keyboarding).		
knowledge to	Log off.		
explore emerging			
technologies.			



Objective	Lesson – Quarter 3/Weeks 3-8	Vocabulary	Resources
Keyboarding: Introduction to Dance Mat	Welcome students to the Computer Lab. Have them sit on the floor near you.  Explain that they will begin to learn how to improve their typing skills on the keyboard this quarter.	Home Row Touch Typing	Brain Breaks: <a href="http://bit.ly/kq11">http://bit.ly/kq11</a> ✓ See CLA website for pneumonic suggestions.
Typing	Explain what the Home Row is. Feel free to use a fun pneumonic to help them remember where to place their fingers.  Introduce Gary the Goat on <i>Dance Mat Typing</i> (Tizmos/Keyboarding).  Watch the introduction together as a class.  Have students log in, locate and open <i>Dance Mat Typing</i> .  Have students complete <i>Level One</i> , <i>Stage One</i> .  If they finish early, they move on to the next level.		✓ If the students complete a level early, they may move on to the next level. As a class, they will always start on the same assigned level; those students moving ahead receive additional practice.
1.d. Students understand fundamental concepts of	Week 4: All students should complete Level One, Stage Two, even if they completed it the week before.		
technology operations, demonstrate the	Week 5: All students should complete Level One, Stage Three, even if they completed it the week before.		
ability to choose, use, and troubleshoot current	Week 6: All students should complete Level Two, Stage Four, even if they completed it the week before.		
technologies and are able to transfer their knowledge to	Week 7: All students should complete Level Two, Stage Five, even if they completed it the week before.		
explore emerging technologies.	Week 8: All students should complete Level Two, Stage Six, even if they completed it the week before.		





Objective	Lesson – Quarter 4/Week 1	Vocabulary	Resources
Internet Safety	<ul> <li>Welcome students to the Computer Lab. Have them sit on the floor near you.</li> <li>Explain that they will be viewing a video about Internet safety.</li> </ul>	Internet Trusted Adult Outlaws Netiquette	Brain Breaks: <a href="http://bit.ly/kq11">http://bit.ly/kq11</a> Helpful Hint: See CLA website
2.a. Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.	Show <i>Router's Birthday Surprise</i> [25 min.]. (CLA website or Netsmartz site).  Using the provided discussion prompts (see Resources column), discuss <i>Router's Birthday Surprise</i> .  If time permits, have students explore the <i>Clicky</i> Internet Safety activities on the Netsmartz website (Tizmos/Internet Safety /Matching and Puzzles).		for video discussion prompts for Router's Birthday Surprise.
2.b. Students engage in positive, safe, legal, and ethical behavior when using technology, including social interactions online or when using networked devices.			



Objective Lesson – Quarter 4/Week 2	Vocabulary	Resources
Internet Safety  Welcome students to the Computer Lab. Have them sit on the floor near you.  Explain that they will be viewing a video about Internet safety.	Netiquette Trusted Adult Outlaws Cyberbullying Internet	<ul> <li>Suggested video discussion prompts:</li> <li>What is an example of bad netiquette?</li> <li>How would it make you feel if you were a receiver of bad netiquette use?</li> <li>What should you do if you see bad netiquette being used?</li> </ul>



Objective	Lesson – Quarter 4/Week 3	Vocabulary	Resources
Objective Pre-coding Logic Activities  4.c. Students develop, test, and refine prototypes as part of a cyclical design process.  4.d. Students exhibit a tolerance for ambiguity, perseverance, and	Welcome students to the Computer Lab. Have them sit on the floor near you.  Tell students that today they will continue working with Coding. Remind them that Coding is a way of making your brain solve puzzles. Some people do coding as a profession!  Reteach the concept that solving puzzles is both fun and hard work. Sometimes we make mistakes. Sometimes the programs do not work right the first time. It is okay to make mistakes and to have to start over! Remind students they will need to keep trying.  Explain that Coding is like practicing a sport — in order to get better at coding you need to work at it over and over.  Re-demonstrate a <i>Snoring</i> activity (Tizmos/Coding). Focus on a different one than you demonstrated during Quarter 2.	Vocabulary  Coding  Trial and Error  Keep Trying	Resources Brain Breaks: http://bit.ly/kq11
the capacity to work with open-ended problems.	<ul> <li>Have students work together as partners in groups of two, sitting at one computer.</li> <li>Have one student log in and the other student select a <i>Snoring</i> activity for practice.</li> <li>Log off.</li> </ul>		



Objective	Lesson – Quarter 4/Week 4	Vocabulary	Resources
Coding:	Welcome students to the Computer Lab. Have them sit on the floor near you.	Hour of Code Coding	Brain Breaks: http://bit.ly/kq11
Hour of Code	Introduce the concept of "Hour of Code."  Show one of the introduction videos from the Hour of Code website to introduce concepts.	Sequencing Coding Trial and Error Keep Trying	<ul> <li>✓ Hour of Code introductory video for students:         <ul> <li>https://hourofcode.com/us</li> </ul> </li> <li>Select: Watch the Video</li> </ul>
Students develop, test, and refine prototypes as part of a cyclical design	Show students how to locate <i>Angry Birds</i> (Tizmos/Coding). Demonstrate <i>Angry Birds</i> . Allow students to see you make mistakes and to correct your mistakes.		*note: there are several videos that would also be suitable for showing; explore the Hour of Code site.
process.	Have the students log in, locate and open the Hour of Code <b>Angry Birds</b> program.		✓ Hour of Code "How To" for instructors: <a href="https://hourofcode.com/us/how-to">https://hourofcode.com/us/how-to</a>
4.d. Students exhibit a tolerance for ambiguity,	If students finish early, they may select a <b>Snoring</b> activity (Tizmos/Coding) or redo a favorite level in <b>Angry Birds</b> (Tizmos/Coding).		
perseverance, and the capacity to work with open- ended problems.	Log off.		



Objective	Lesson – Quarter 4/Week 5	Vocabulary	Resources
MS Word:	Welcome students to the Computer Lab. Have	MS Word	Brain Breaks: http://bit.ly/kq11
	them sit on the floor near you.	New File	
Davien	Review <i>MS Word</i> concepts from Quarter 2.	Save As	✓ Suggested writing
Review	Review Save As v. Save and printing	Printing	prompt:
1.d.	procedures.  Have students log in, open <i>MS Word</i> and write		Dear,
Students understand	a short thank-you note to a parent or a		
fundamental	teacher, counselor, principal, or specialist. You		This year you helped me to
concepts of	may opt to use the suggested writing prompt		I like that you
technology	(Resources column); create one of your own;		Next year I hope you
operations,	or allow students to create their own		will
demonstrate the	sentences for the letter.		
ability to choose,	Have students Save As "Thank You" and print		Thank you,
use, and	their letters.		
troubleshoot current	Collect, review, and place in staff mailboxes or		_ (student's name)
technologies and are	send with the teacher to send home (if letters		
able to transfer their	are for a parent).		
knowledge to			
explore emerging			
technologies.			



Objective	Lesson – Quarter 4/Week 6	Vocabulary	Resources
MS Word:	Welcome students to the Computer Lab. Have them sit on the floor near you.		Brain Breaks: http://bit.ly/kq11
Review	Tell students that today they will take a fun  Kahoot quiz to see how well they have learned concepts in computer class.		Helpful Hint: If necessary, refamiliarize yourself with <i>Kahoot</i> . <a href="https://getkahoot.com/">https://getkahoot.com/</a>
Keyboarding:	Review how to locate and join a <i>Kahoot</i> quiz (Tizmos/Home). Remind students how to		✓ You may choose to give a
Review	answer questions using the color options.  Have students log in and join the <i>First Grade EOY Review Kahoot</i> (CLA website), using the		prize to the top winners of each class.
1.d.	displayed PIN.		
Students understand	Play the <i>Kahoot</i> .		
fundamental	If time permits, have students complete a		
concepts of	Keyboarding or Coding activity from Tizmos		
technology	(Tizmos/Keyboarding or Tizmos/Coding).		
operations,	Log off.		
demonstrate the			
ability to choose,			
use, and			
troubleshoot current			
technologies and are able to transfer their			
knowledge to			
explore emerging			
technologies.			



Objective	Lesson – Quarter 4/Week 7-9	Vocabulary	Resources
Refocus and Review	Welcome students to the Computer Lab. Have them sit on the floor near you.  The last three sessions for this quarter are often interrupted by end-of-year activities.  Use your discretion to choose from these options for refocusing and reviewing:  Online Field Trips (Tizmos/Online Field Trips)  Re-teach a favorite activity  Review a needed concept  Choose an Enrichment Video.		Brain Breaks: <a href="http://bit.ly/kq11">http://bit.ly/kq11</a> Helpful Hint: Have a plan in place and enjoy the flexibility of these last few weeks of school!  ✓ Enrichment Videos (CLA website/Resources/Videos).