Department: Technology
Course Name: Third Grade Technology

Course Description: The third-grade technology curriculum focuses on escalating students' comfort level with programs in the Google Suite while continuing to develop accurate keyboarding skills using Type to Learn and other web-based programs. Students will start using these skills to complete regular classroom assignments, producing work in a variety of formats. Students will also begin to learn and incorporate elements of design into many of their projects and comfortably save all work. Students make use of online resources for gathering information during the research process and develop and understand early rules for internet navigation, research, and copyright rules. Digital citizenship continues to be explored, particularly with the introduction of email. Coding in third grade includes projects that incorporate sequencing, looping, and debugging.

Content:
iPad care and usage
Advanced basic operations for various programs
Advanced computer terminology for components and actions
Email: formatting and etiquette
Keyboarding with speed and accuracy
Digital resources to communicate, collaborate, and create
Google Suite programs
Internet safety and precautions involving all forms of technology
Coding using online resources and programmable robots

Skills:
Act responsibly by demonstrating proper usage and care of iPads
Develop motor skills through improved keyboarding speed and accuracy
Draw/paint/create/listen using a variety of programs
Type proper heading on assignments before printing
Utilize formatting tools to customize assignments to meet varying criteria
Navigate developmentally appropriate websites
Identify digital citizenship rules and make responsible online choices.
Research topics, create projects and share using digital tools
Create and innovate while developing digital literacy and problem-solving skills
Work collaboratively to program and debug a variety of coding challenges
Signing into appropriate programs

Text and Materials:
Individual headsets
BrainpopJr.
G-mail
OnCampus
Seesaw
Nearpod
Google Drive, Docs
Publisher
Greenscreen
Common Sense Media

FBI Cybersurf Islands
Type to Learn
Code.org
Blockly with Dash by Wonder
Tinkercad with 3D Printer

Methods of Instruction:
Modeling
Computer and web-based activities
iPad activities
Online videos and website presentations
Class discussion
 Project based computer learning activities

Methods of Evaluation:
Class participation
Class work
Class projects
Timed typing assessments