

Department: Technology

Course Name: Fourth Grade Technology

Course Description: The fourth-grade technology curriculum focuses on escalating students' comfort level with programs in Microsoft Office while continuing to develop accurate keyboarding skills using Type to Learn and other web-based programs. Students will also prepare for middle school by utilizing Gmail, Docs, Drive, and On Campus. Students will also continue 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, verifying resources, and copyright rules. Students continue to develop coding skills to solve increasingly complex challenges. Online safety and digital citizenship continue to guide discussions and projects.

Content:

iPad care and usage

Advanced computer terminology for components and actions

Keyboarding with speed and accuracy

Digital resources to communicate, collaborate, and create

Google Suite programs

Microsoft Office

Internet safety and precautions involving all forms of technology

Coding and robotics

3D printing design

Research skills

Skills:

Act responsibly by demonstrating proper usage and care of computers and iPads

Develop motor skills through improved keyboarding speed and accuracy

Draw/paint/create/listen using a variety of programs

Navigate developmentally appropriate websites

Identify digital citizenship rules and make responsible online choices.

Research topics, create projects, and share using digital tools

Format projects properly and cite sources

Create and innovate while developing digital literacy and problem-solving skills

Work collaboratively to program and debug a variety of coding challenges

Text and Materials:

Individual headsets

Gmail

Microsoft Office: Word, Publisher, PowerPoint

Kidpix

BrainpopJr.

Nearpod

Seesaw

OnCampus

Google's Be Internet Awesome

Type to Learn

Code.org

Blockly with Dash by Wonder

iPad camera
Tinkercad with 3D Printer
Animoto

Methods of Instruction:

Modeling
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

