

GRADE LEVEL: Second Grade

SUBJECT: Library and Computer Science

DATE: 2019-2020

MONTH/GRADING PERIOD: Quarter 1

MASTER COPY 1-14-18

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
DATA AND INFORMATION (DI)					
<ul style="list-style-type: none"> Using Software 	K-2.DI.3 Recognize that software is created to control computer operations.	<ul style="list-style-type: none"> Identify the purpose of various software. Compare and contrast hardware and software. Use web browser. Use Type to Learn. 	<ul style="list-style-type: none"> Class discussion Teacher observation Hardware and Software assessment End of Quarter assessment 	<ul style="list-style-type: none"> Compass Google Chrome Hardware Internet Software Web Browser 	CRITICAL
COMPUTING DEVICES AND SYSTEMS (CD)					
<ul style="list-style-type: none"> Device Components Keyboarding 	K-2.CD.1 Use standard input and output devices to operate computers and other technologies.	<ul style="list-style-type: none"> Identify the parts of a computer. Turn on, log on, and log off computer independently. Demonstrate how to use a mouse. 	<ul style="list-style-type: none"> Class discussion Teacher observation Mousercise website activity Dance Mat Typing website activity Login assessment Verbal identification End of Quarter assessment 	<ul style="list-style-type: none"> Accuracy Arrow Capital letters Click Control Alt Delete CPU Cursor Desktop Desktop computer Device Epson Board Final challenge Goal Headphones Home row Key 	CRITICAL

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
COMPUTING DEVICES AND SYSTEMS (CD)					
(CONTINUED) <ul style="list-style-type: none"> • Device Components • Keyboarding 	(CONTINUED) K-2.CD.1 Use standard input and output devices to operate computers and other technologies.	(CONTINUED) <ul style="list-style-type: none"> • Identify and use the home row. • Use a keyboarding program such as Type to Learn. 	(CONTINUED) <ul style="list-style-type: none"> • Keyboarding program <ul style="list-style-type: none"> – Type to Learn Lesson A and B 	(CONTINUED) <ul style="list-style-type: none"> • Keyboard • Laptop • Launch • Left mouse button • Lesson • Log in • Log in screen • Log off • lowercase • Main menu • Monitor • Mouse • Options • Right mouse click • Password • Posture • Punctuation • Scroll bar • Shut down • Start button • Technology • Technique • Username • Website • WPM-words per minute 	(CONTINUED) CRITICAL

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
IMPACT AND CULTURE (IC)					
<ul style="list-style-type: none"> Digital Citizenship Online Community 	K-2.IC.1 Practice responsible digital citizenship (legal and ethical behaviors) in the use of technology.	<ul style="list-style-type: none"> Explain what it means to go online and use the internet. Explain what it means to be a digital citizen. Identify members of the online community. 	<ul style="list-style-type: none"> Class discussion Teacher observation My Online Community worksheet End of quarter assessment 	<ul style="list-style-type: none"> Community Digital citizenship Internet Online Online community Responsibility Technology 	CRITICAL
<ul style="list-style-type: none"> Cyberbullying Online Safety Social and Ethical Behaviors 	K-2.IC.2 Identify positive and negative social and ethical behaviors for using technology.	<ul style="list-style-type: none"> Compare and contrast the difference between personal and private information. Identify ways to be safe online. Identify examples of cyberbullying. 	<ul style="list-style-type: none"> Class discussion Keep it Private worksheet End of quarter assessment 	<ul style="list-style-type: none"> Cyberbullying Online community Balance Online safety Personal information Private information Respect Username Password 	CRITICAL

GRADE LEVEL: Second Grade

SUBJECT: Library and Computer Science

DATE: 2019-2020

MONTH/GRADING PERIOD: Quarter 2

MASTER COPY 1-14-19

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
DATA AND INFORMATION (DI)					
<ul style="list-style-type: none"> Algorithmic Problem Solving 	K-2.DI.1 Use technology resources to solve age-appropriate problems and communicate thoughts, ideas, or stories in a step-by step manner.	<ul style="list-style-type: none"> Create a basic algorithm using a single command. Convert movements into symbolic instructions. Explore and articulate the results of various instructions or commands on computer coding programs. 	<ul style="list-style-type: none"> Class discussion Teacher observation Move the Flurbs 2 worksheet Coding games <ul style="list-style-type: none"> Make a Flappy Game Moana Wayfinding with Code Star War: Building a Galaxy with Code 	<ul style="list-style-type: none"> Algorithm Arrow Blocks Blockly Code Coding Computer Science Direction Drag Drop Image Map Program Step Task Work space 	IMPORTANT
<ul style="list-style-type: none"> Algorithm Arranging Sorting 	K-2.DI.2 Understand how to arrange (sort) information into useful order, such as sorting students by birth date, without using a computer.	<ul style="list-style-type: none"> Identify how everyday activities relate to the concept of algorithms. Sort a variety of information without using a computer. 	<ul style="list-style-type: none"> Class discussion Plant a Seed activity Real Life Algorithms worksheet End of Quarter assessment 	<ul style="list-style-type: none"> Algorithm Base Data Steps Task 	IMPORTANT

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
DATA AND INFORMATION (DI)					
<ul style="list-style-type: none"> Software <ul style="list-style-type: none"> Blockly-Based Software Microsoft Word 	K-2.DI.3 Recognize that software is created to control computer operations.	<ul style="list-style-type: none"> Use blockly-based software to write a short coding program to complete a task. Use Microsoft Word to adjust font for color, size, bold, etc. 	<ul style="list-style-type: none"> Class discussion Maze: Debugging activity Microsoft Word activity Teacher observation 	<ul style="list-style-type: none"> Blockly Blocks Bold Cardinal direction (N,S,E,W) Code Computer operations Debugging Font Highlight Microsoft Word Punctuation Run Shift Size Toolbar Workspace 	CRITICAL
COMPUTING DEVICES AND SYSTEMS (CD)					
<ul style="list-style-type: none"> Input Devices Keyboarding Drag and Drop 	K-2.CD.1 Use standard input and output devices to operate computers and other technologies.	<ul style="list-style-type: none"> Use a keyboarding program such as Type to Learn to increase proficiency and key identification. Identify the location and function of the space bar and shift key. 	<ul style="list-style-type: none"> Teacher observation Completion of Jigsaw: Learn to Drag and Drop End of Quarter assessment Keyboarding program <ul style="list-style-type: none"> Completion of 2 lessons 	<ul style="list-style-type: none"> Shift key Spacebar Workspace 	CRITICAL

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
PROGRAMS AND ALGORITHMS (PA)					
<ul style="list-style-type: none"> Sequencing Concept Mapping 	K-2.PA.3 Arrange information using concept mapping tools and a set of statements that accomplish a simple task.	<ul style="list-style-type: none"> Use a blockly-based tool to accomplish a task. Given a task, sequence the information in the correct order. 	<ul style="list-style-type: none"> Maze: Sequence activity Teacher observation 	<ul style="list-style-type: none"> Blockly Blocks Cardinal direction (N,S,E,W) Code Concept mapping Program Run Sequence Task Workspace 	IMPORTANT
IMPACT AND CULTURE (IC)					
<ul style="list-style-type: none"> Digital Citizenship 	K-2.IC.1 Practice responsible digital citizenship (legal and ethical behaviors) in the use of technology.	<ul style="list-style-type: none"> Demonstrate digital citizenship while completing an online field trip. 	<ul style="list-style-type: none"> Class discussion Teacher observation Completion of online fieldtrip 	<ul style="list-style-type: none"> Digital citizenship Internet Online Online community Responsibility 	CRITICAL
<ul style="list-style-type: none"> Online Safety 	K-2.IC.2 Identify positive and negative social and ethical behaviors for using technology.	<ul style="list-style-type: none"> Compare how staying safe online is similar to staying safe in the real world. Identify rules for traveling safely on the internet. 	<ul style="list-style-type: none"> Class discussion Going Places Safely worksheet Follow the Digital Trail worksheet Teacher observation End of Quarter assessment 	<ul style="list-style-type: none"> Digital footprint Internet Online safety Permanent Trail Website 	CRITICAL

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
ENGLISH/LANGUAGE ARTS					
READING: NONFICTION					
<ul style="list-style-type: none"> Facts 	2.RN.4.1 Describe how an author uses facts to support specific points in a text.	<ul style="list-style-type: none"> Identify facts and opinions. 	<ul style="list-style-type: none"> Class discussion Fact and Opinion Flip Book activity Fact and Opinion worksheet 	<ul style="list-style-type: none"> Facts Opinions 	ADDITIONAL
READING: VOCABULARY					
<ul style="list-style-type: none"> Reference Materials Vocabulary 	2.RV.2.5 Consult reference materials, both print and digital (e.g., dictionary), to determine or clarify the meanings of words and phrases.	<ul style="list-style-type: none"> Use print and online dictionaries to look up meanings of words. 	<ul style="list-style-type: none"> Class discussion ABC Order activity Print Dictionary activity Guide Word activity Online Dictionary worksheet 	<ul style="list-style-type: none"> Definition Dictionary Entry word Glossary Guide words Online Meanings Parts of speech Reference Website 	ADDITIONAL
MEDIA LITERACY					
<ul style="list-style-type: none"> Media Literacy 	2.ML.2.1 Recognize that media can be sources for information, entertainment, persuasion, interpretation, interpretation of events, and transmission of culture.	<ul style="list-style-type: none"> Classify various media as a source of information or entertainment. 	<ul style="list-style-type: none"> Class discussion End of Quarter assessment 	<ul style="list-style-type: none"> Entertainment Information Media Media literacy Source 	ADDITIONAL

GRADE LEVEL: Second Grade

SUBJECT: Library and Computer Science

DATE: 2019-2020

MONTH/GRADING PERIOD: Quarter 3

MASTER COPY 1-14-19

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
DATA AND INFORMATION (DI)					
<ul style="list-style-type: none"> Technology Resources <ul style="list-style-type: none"> Microsoft Word 	K-2.DI.1 Use technology resources to solve age-appropriate problems and communicate thoughts, ideas, or stories in a step-by-step manner.	<ul style="list-style-type: none"> Communicate ideas using a word processing software to type a list. 	<ul style="list-style-type: none"> Microsoft Word Individual Activity Teacher observation 	<ul style="list-style-type: none"> Bullet list Microsoft Word 	IMPORTANT
<ul style="list-style-type: none"> Software <ul style="list-style-type: none"> Microsoft Word 	K-2.DI.3 Recognize that software is created to control computer operations.	<ul style="list-style-type: none"> Use Microsoft Word to create a document with a list. Save a document. 	<ul style="list-style-type: none"> Class discussion Microsoft Word Individual Activity Persuasive Writing Microsoft Word Group Activity Teacher observation 	<ul style="list-style-type: none"> Bold Bullet list Center Clip art Document Font Font size Heading Insert Microsoft Word Save Save as Search Text Word processing 	CRITICAL

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
COMPUTING DEVICES AND SYSTEMS (CD)					
<ul style="list-style-type: none"> Keyboarding 	K-2.CD.1 Use standard input and output devices to operate computers and other technologies.	<ul style="list-style-type: none"> Demonstrate keyboard awareness. Use a keyboarding program such as Type to Learn to increase proficiency and key identification. Demonstrate typing ability using Microsoft Word. 	<ul style="list-style-type: none"> Teacher observation End of Quarter assessment Keyboarding program <ul style="list-style-type: none"> Completion of 2 lessons Microsoft Word Individual Activity Persuasive Writing Microsoft Word Group Activity 		CRITICAL
PROGRAMS AND ALGORITHMS (PA)					
<ul style="list-style-type: none"> Online Research Search Engines Multimedia Resources <ul style="list-style-type: none"> Google Earth 	K-2.PA.1 Use technology and developmentally appropriate multimedia resources to conduct age-appropriate research and support learning across the curriculum.	<ul style="list-style-type: none"> Use online resources to find information. Demonstrate how to search for a specified letter of the alphabet on a children's directory site. Use Google Earth to locate places in the community. 	<ul style="list-style-type: none"> Class discussion NASA ABC Searching activity ABC Searching worksheet President research project Search Engine activity Google Earth worksheet Teacher observation End of Quarter assessment 	<ul style="list-style-type: none"> Address Location Research Researcher Search Search engine Google Earth 	IMPORTANT

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
NETWORKING AND COMMUNICATION (NC)					
<ul style="list-style-type: none"> Collaboration 	K-2.NC.1 Use technology to work cooperatively and collaboratively with peers, teachers, and others.	<ul style="list-style-type: none"> Collaborate with a group to write and type a persuasive essay in Microsoft Word. 	<ul style="list-style-type: none"> Class discussion Persuasive Writing Word Group Activity Group presentations 	<ul style="list-style-type: none"> Collaborate Cooperate Persuade 	ADDITIONAL
IMPACT AND CULTURE (IC)					
<ul style="list-style-type: none"> Digital Citizenship Intellectual Property 	K-2.IC.1 Practice responsible digital citizenship (legal and ethical behaviors) in the use of technology.	<ul style="list-style-type: none"> List reasons why credit is important to an artist. Give proper credit on personal work. 	<ul style="list-style-type: none"> Class discussion Teacher observation “My Creative Work worksheet” End of Quarter assessment 	<ul style="list-style-type: none"> Creative Credit Intellectual property Original Publish 	CRITICAL
<ul style="list-style-type: none"> Cyberbullying 	K-2.IC.2 Identify positive and negative social and ethical behaviors for using technology.	<ul style="list-style-type: none"> Analyze online behaviors that could be considered cyberbullying. Explain how to deal with a cyberbullying situation. Describe the importance of engaging a trusted adult when experiencing cyberbullying. 	<ul style="list-style-type: none"> Class discussion “Screen the Mean worksheet” End of Quarter assessment 	<ul style="list-style-type: none"> Cyberbully Online 	CRITICAL

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
ENGLISH/ LANGUAGE ARTS					
READING: NON FICTION					
<ul style="list-style-type: none"> Text Features 	2.RN.3.1 Use various text features (e.g., table of contents, index, headings, captions) to locate key facts or information and explain how they contribute to and clarify a text.	<ul style="list-style-type: none"> Identify various types of text features. Use text features to locate information in non-fiction and reference books. 	<ul style="list-style-type: none"> Class discussion Table of Contents worksheet Index worksheet Text Features booklet End of Quarter assessment 	<ul style="list-style-type: none"> Bold Diagram Italic Index Glossary Table of contents Text features 	ADDITIONAL
WRITING					
<i>The Research Process: Finding, Assessing, Synthesizing, and Reporting Information</i> <ul style="list-style-type: none"> Short Research 	2.W.5 With support, conduct short research on a topic.	<ul style="list-style-type: none"> Locate information on a short research topic. Scan and read information online to answer questions on a specific research topic. Paraphrase research information found online. 	<ul style="list-style-type: none"> President research project NASA ABC Searching activity 	<ul style="list-style-type: none"> Research Researcher Search Search engine 	ADDITIONAL
MEDIA LITERACY					
<ul style="list-style-type: none"> Media Literacy 	2.ML.2.1 Recognize that media can be sources for information, entertainment, persuasion, interpretation, interpretation of events, and transmission of culture.	<ul style="list-style-type: none"> Define information, entertainment, and persuasion. Classify media as a source for information or entertainment. Identify marketing techniques used on commercial websites. 	<ul style="list-style-type: none"> Class discussion Media Literacy Sort activity Media Smarts online activity End of Quarter assessment 	<ul style="list-style-type: none"> Advertising Author's purpose Entertainment Information Logo Marketing Media Media literacy Persuade Slogan 	IMPORANT

GRADE LEVEL: Second Grade

SUBJECT: Library and Computer Science

DATE: 2019-2020

MONTH/GRADING PERIOD: Quarter 4

MASTER COPY 1-14-19

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
DATA AND INFORMATION (DI)					
<ul style="list-style-type: none"> • Arranging • Sorting 	K-2.DI.2 Understand how to arrange (sort) information into useful order, such as sorting students by birth date, without using a computer.	<ul style="list-style-type: none"> • Demonstrate how to arrange items in a useful order. • Sort books into fiction and nonfiction. 	<ul style="list-style-type: none"> • Teacher observation • Fiction Book Puzzle activity • Book Sort activity • End of Quarter assessment 	<ul style="list-style-type: none"> • Arrange • Fiction • Non-fiction • Sort 	IMPORTANT
<ul style="list-style-type: none"> • Software • PowerPoint 	K-2.DI.3 Recognize that software is created to control computer operations.	<ul style="list-style-type: none"> • Communicate ideas using electronic presentation software to create a multimedia slideshow. • Adjust the layout, titles and text of a slide to communicate information effectively. • Create transitions between slides in a PowerPoint presentation. • Insert clip art and sounds into their PowerPoint presentation. • Present PowerPoint presentation to class. 	<ul style="list-style-type: none"> • Multimedia PowerPoint group activity • PowerPoint group presentation • PowerPoint grading rubric • Teacher observation 	<ul style="list-style-type: none"> • Clip art • Content • Effect • Fade • Layout • PowerPoint • Presentation • Section • Slide • Slide show • Software • Sound • Subtitle • Text • Title • Transition 	CRITICAL

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
COMPUTING DEVICES AND SYSTEMS (CD)					
<ul style="list-style-type: none"> Keyboarding 	K-2.CD.1 Use standard input and output devices to operate computers and other technologies.	<ul style="list-style-type: none"> Use a keyboarding program such as Type to Learn to increase proficiency, key identification, accuracy, speed, and smooth typing cadence. Apply typing skills to complete PowerPoint presentation. Demonstrate typing ability on Unit 2 online assessment. 	<ul style="list-style-type: none"> Teacher observation Keyboarding program <ul style="list-style-type: none"> Completion of 2 lessons Multimedia PowerPoint group activity Common Sense Media online unit 2 assessment 	<ul style="list-style-type: none"> Cadence 	CRITICAL
PROGRAMS AND ALGORITHMS (PA)					
<ul style="list-style-type: none"> Research Keyword Search 	K-2.PA.1 Use technology and developmentally appropriate multimedia resources to conduct age-appropriate research and support learning across the curriculum.	<ul style="list-style-type: none"> Demonstrate how to complete a keyword search. Apply chosen keywords to find information on the Internet. 	<ul style="list-style-type: none"> Using Keywords activity Teacher observation Common Sense Media online unit 2 assessment 	<ul style="list-style-type: none"> Keywords Research Search Search Term 	IMPORTANT
<ul style="list-style-type: none"> PowerPoint Presentation 	K-2.PA.2 Create developmentally appropriate multimedia products with support from teachers, family members, or student partners.	<ul style="list-style-type: none"> Collaborate with a group to create a multimedia PowerPoint presentation including transitions, titles, clip art and sound. 	<ul style="list-style-type: none"> Multimedia PowerPoint group activity PowerPoint presentation PowerPoint grading rubric Teacher observation 	<ul style="list-style-type: none"> Collaborate Multimedia 	ADDITIONAL

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
PROGRAMS AND ALGORITHMS (PA)					
<ul style="list-style-type: none"> • Concept Mapping Tools • Sequencing 	K-2.PA.3 Arrange information using concept mapping tools and a set of statements that accomplish a simple task.	<ul style="list-style-type: none"> • Use blockly-based programming to complete an artist's drawing. • Given a task, sequence the information in the correct order. 	<ul style="list-style-type: none"> • Artist Sequence activity • Teacher observation 	<ul style="list-style-type: none"> • Draw block • Jump block • Sequence 	IMPORTANT
NETWORKING AND COMMUNICATION (NC)					
<ul style="list-style-type: none"> • Collaboration 	K-2.NC.1 Use technology to work cooperatively and collaboratively with peers, teachers, and others.	<ul style="list-style-type: none"> • Collaborate with a group to create a multimedia PowerPoint presentation. 	<ul style="list-style-type: none"> • Class discussion • Animal Habitat Multimedia PowerPoint group activity • PowerPoint group presentations • PowerPoint grading rubric 	<ul style="list-style-type: none"> • Collaborate • Cooperate • Inform 	ADDITIONAL
<ul style="list-style-type: none"> • Electronic Communication 	K-2.NC.2 Gather information and communicate electronically with others with support from teachers, family members, or student partners.	<ul style="list-style-type: none"> • Communicate with teacher and other classmates using Padlet. 	<ul style="list-style-type: none"> • Teacher observation • Padlet activity 	<ul style="list-style-type: none"> • Padlet 	ADDITIONAL

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
IMPACT AND CULTURE (IC)					
<ul style="list-style-type: none"> Digital Citizenship Intellectual Property 	K-2.IC.1 Practice responsible digital citizenship (legal and ethical behaviors) in the use of technology.	<ul style="list-style-type: none"> Demonstrate digital citizenship when completing online research. Demonstrate digital citizenship by citing sources for multimedia PowerPoint group activity. 	<ul style="list-style-type: none"> Class discussion Teacher observation Sites I Like activity Using Keywords activity Multimedia PowerPoint group activity Common Sense Media online unit 2 assessment End of Quarter assessment 	<ul style="list-style-type: none"> Citing Credit Intellectual property Link Rate Source Subject 	CRITICAL
<ul style="list-style-type: none"> Online Safety Social and Ethical Behaviors 	K-2.IC.2 Identify positive and negative social and ethical behaviors for using technology.	<ul style="list-style-type: none"> Locate and learn to recognize websites that are safe to visit. 	<ul style="list-style-type: none"> Class discussion Staying Safe online activity and worksheet Things for Sale activity Common Sense Media online unit 2 assessment End of Quarter assessment 	<ul style="list-style-type: none"> Caution Right Safe 	CRITICAL

CONTENT	STANDARD INDICATORS	SKILLS	ASSESSMENT	VOCAB	PRIORITY
ENGLISH/LANGUAGE ARTS					
WRITING					
<i>The Research Process: Finding, Assessing, Synthesizing, and Reporting Information</i> <ul style="list-style-type: none"> Short Research 	2.W.5 With support, conduct short research on a topic.	<ul style="list-style-type: none"> Locate information on a short research topic. Scan and read information in books and search online to answer questions on a specific research topic. 	<ul style="list-style-type: none"> Multimedia PowerPoint group activity Using Keywords activity PowerPoint presentation PowerPoint grading rubric Teacher observation 	<ul style="list-style-type: none"> Keyword Keyword search Research Researcher Search Search engine 	ADDITIONAL
MEDIA LITERACY					
<ul style="list-style-type: none"> Media Literacy Information Entertainment Persuasion 	2.ML.2.1 Recognize that media can be sources for information, entertainment, persuasion, interpretation of events, and transmission of culture.	<ul style="list-style-type: none"> Classify media as a source for information or entertainment. Identify marketing techniques used on commercial websites. Identify that the main purpose of product sites is to encourage viewers to buy the product. Identify and explore different features of an informational website. 	<ul style="list-style-type: none"> Class discussion Things for Sale activity Sites I Like activity Teacher observation Common Sense Media online unit 2 assessment End of Quarter assessment 	<ul style="list-style-type: none"> Advertise Product Purpose Subject 	IMPORTANT