



# Queen of Heaven School

Growing in Faith, Knowledge and Grace

Hello and welcome to the 2015-2016 school year! The curriculum for computer technology class in third grade is meant to fine tune our skills in computer technology. Please take the time to review the curriculum below. I have also attached my grading policy as well as my code of conduct that is to be signed and returned.

I look forward to a positive, exciting and eventful year!

Sincerely,

Mrs. Bloom

*Keep Calm and Tech On*

## **3rd Grade "Fine Tuning our Skills"**

### ***Introduction and Review***

- Introduction to the Computer and Chromebook Lab and rules; discussion of the QofH AUP
- Review of the parts of the computer using Yasmin's Computer interactive game
- Advanced Typing 10-15 lessons using Typing Club Account:
  - Correct finger placements for all keys on the keyboard
  - [History, evolution and facts about typing and the keyboard](#)
  - Memorization of the keyboard through play (ABC-Ya Keyboard Challenge) and through worksheets.

### **Internet Safety and Digital Citizenship:**

- Digital Citizenship and Internet Safety PowerPoint with Interactive Quiz. Students will then play PBS Kid's Interactive educational game [Webonauts by PBS Kids](#).
  - Students will then create, publish and share an online digital poster using [Glogster EDU](#)

### **The Internet:**

- Students will learn about the parts of the Internet, what is a Web Browser, and how to perform a basic Google Search (topic TBD and is typically based on classroom needs).

### **Digital Presentations: Prezi**

- Students will create a [Prezi Presentation](#), publish and present to their peers. (Topic related to Google Search).

### **Basics of Code using Scratch**

- Learning how to write code using [Scratch Software](#).
  - Students will complete a [teacher-lead tutorial](#) to learn how to use the Scratch Software.
  - Students will then create a project of their choice using Scratch Program.

### Third Grade Learning Standards covered via the above curriculum:

#### [ISTE NETS\\*S Standards Met](#)

##### ❖ **Creativity and innovation**

Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.

- a. Apply existing knowledge to generate new ideas, products, or processes
- b. Create original works as a means of personal or group expression

##### ❖ **Communication and collaboration**

Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.

- a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media
- b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats

##### ❖ **Research and information fluency**

Students apply digital tools to gather, evaluate, and use information.

- a. Plan strategies to guide inquiry
- b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media

##### ❖ **Critical thinking, problem solving, and decision making**

Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.

- a. Identify and define authentic problems and significant questions for investigation
- b. Plan and manage activities to develop a solution or complete a project
- c. Collect and analyze data to identify solutions and/or make informed decisions
- d. Use multiple processes and diverse perspectives to explore alternative solutions

##### ❖ **Digital citizenship**

Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.

- a. Advocate and practice safe, legal, and responsible use of information and technology
- b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity
- c. Demonstrate personal responsibility for lifelong learning
- d. Exhibit leadership for digital citizenship

##### ❖ **Technology operations and concepts**

Students demonstrate a sound understanding of technology concepts, systems, and operations.

- a. Understand and use technology systems
- b. Select and use applications effectively and productively
- d. Transfer current knowledge to learning of new technologies

#### [Common Core Standards](#)

*"Students who are college and career ready employ technology thoughtfully to enhance their reading, writing, speaking, listening, and language use. They tailor their searches online to acquire useful information efficiently, and they integrate what they learn using technology with what they learn offline. They are familiar with the strengths and limitations of various technological tools and mediums and can select and use those best suited to their communication goals."*

- RI.3.5 Use text features and search tools (e.g., key words, sidebars, hyperlinks) to locate information relevant to a given topic efficiently.
- W.3.6 With guidance and support from adults, use technology to produce and publish writing (using keyboarding skills) as well as to interact and collaborate with others.
- W.3.8 Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories.
- SL.3.2 Determine the main ideas and supporting details of a text read aloud or information presented in diverse media and formats, including visually, quantitatively, and orally.



# Queen Of Heaven

Roman Catholic Elementary School

## K-8<sup>th</sup> Grade Computer Education

Mrs. Bloom

### Grading Policy and Procedures

Most projects in computer class for third grade are spread over a few classes and require more time. For large projects, students will be graded at a halfway point to ensure proper comprehension of instructions/skills and to make certain that student success is at the forefront. They will then be re-assessed at the completion of the project.

Students are continuously evaluated based on the skills being addressed. Rubrics are used for grading in all aspects of my computer technology classes.

#### Sample of Rubric:

Skill Addressed	5- I understand this completely and can show you more!	4- You know what? I got this one all by myself!	3- I get this but may need your help every now and then.	2. I can do this, but I really need you to see me through it!	1. Help, please. I don't understand!
Insert Wordart					
Change Wordart font style/size					
Change color of Wordart					
Spelling of text					

#### Grades are weighted accordingly:

Participation 10%      Project Checkpoints 25%      Skills Assessed 15%      Major Projects 50%

No homework is required at the third grade level. Because of the importance of technology and making certain that third grade skills are acquired, the student may be asked to complete assignments at home/stay after to complete an assignment if they fall behind or do not complete an assignment on the due date. Students in third grade are encouraged to use the Typing Club account to practice their typing skills at home.



# Queen Of Heaven

Roman Catholic Elementary School

## K-8<sup>th</sup> Grade Computer Education

Mrs. Bloom

### Code of Conduct

# Respect<sup>3</sup>

(Respect to the 3<sup>rd</sup> Power)

- ✓ **Respect** and be courteous to all adults that enter the computer lab.
- ✓ **Respect** one another.
- ✓ **Respect** the technological equipment and furnishing in the computer lab.

In addition:

- ✓ *You will come prepared and ready to learn each and every computer class and make certain that all assignments are completed on time!!!!*
- ✓ *You will also abide by the computer Acceptable Use Policy.*

### Your Rights & Responsibilities

**You have the right to:**

- \*A safe learning environment
- \*Make choices
- \*Your own thoughts and ideas
- \*Be treated fairly
- \*Be yourself

**You are responsible for:**

- \*Maintaining a safe learning environment
- \*The consequences for your choices
- \*Respecting others
- \*Your own actions

**Consequences if you chose to break a rule:**

**First Time:** Name written on teacher's personal board and a warning will be given.

**Second Time:** One check after your name and I will speak with your homeroom teacher.

**Third Time:** A second check is placed after your name, I will speak with your homeroom teacher and a phone call will be placed at home.

**Fourth Time:** Third Check after your name, possible after school detention and a student discipline referral will be written and given to Mrs. Damico

Parents, please review with your child and sign below. Forms are due by your child's next computer class. Thank you.

I have read and understood Mrs. Bloom's Code of Conduct and Grading Policy

\_\_\_\_\_  
Parent Signature

\_\_\_\_\_  
Date

\_\_\_\_\_  
Parent Name

\_\_\_\_\_  
Student Signature

\_\_\_\_\_  
Date

\_\_\_\_\_  
Student Name and Grade