

Unit	Time Frame	Unit Name/Concepts	Texas Essential Knowledge and Skills
			Skills
1	First Six Weeks	Computational Thinking - Foundations Computational Thinking - Applications Creativity and Innovation - Innovative Design Process Digital Citizenship Practical Technology Concepts Chromebook Foundations Logging into Network Parts of a Chromebook Use input and output devices Navigation Introduce Keyboarding Introduce Coding	(1) Computational thinking--foundations. (A) identify a problem or task such as making a sandwich and break it down (decompose) into smaller pieces; (B) identify simple patterns and make predictions based on the patterns; (2) Computational thinking--applications (3) Creativity and innovation--innovative design process. (A) practice personal skills, including following directions, needed to successfully implement design processes; (6) Digital citizenship--ethics and laws. (A) demonstrate acceptable use of digital resources and devices as outlined in local policies or acceptable use policy (AUP); and (8) Practical technology concepts--skills and tools. (A) use a variety of applications, devices, and online learning environments to engage with content; (B) identify basic computer hardware, including a variety of input and output devices, and software using accurate terminology;

			(D) practice ergonomically correct keyboarding techniques and developmentally appropriate hand and body positions; and (E) identify, locate, and practice using keys on the keyboard, including letters, numbers, and special keys such as space bar and backspace
2	<i>Second Six Weeks</i>	Digital Citizenship Privacy Safety Online Practical Technology Concepts Chromebook Foundations Using the Keyboard and Trackpad Introduction to Using and Editing Google Slides Learning to Use Seesaw Tools, Draw, and Record Keyboarding Coding	(7) Digital citizenship--privacy, safety, and security. (A) identify ways to keep a user account safe, including not sharing login information and logging off accounts and devices; and (B) identify and discuss what information is safe to share online such as hobbies and likes and dislikes and what information is unsafe such as identifying information (8) Practical technology concepts--skills and tools (A) use a variety of applications, devices, and online learning environments to engage with content; (C) perform software application functions such as opening an application and modifying, printing, and saving digital artifacts using a variety of developmentally appropriate digital tools and resources; (E) identify, locate, and practice using keys on the keyboard, including letters, numbers, and special keys such as space bar and backspace
3		Computational Thinking -Foundations Digital Citizenships Social Interactions	(1) Computational thinking--foundations. (B) identify simple patterns and make predictions based on the patterns; and

	Third Six Weeks	Ethics AUP Practical Technology Concepts Chromebook Foundations Using the Keyboard and Trackpad Using and Editing Google Slides Use Seesaw tools Keyboarding Coding	(5) Digital citizenship--social interactions. (6) Digital citizenship--ethics and laws. (A) demonstrate acceptable use of digital resources and devices as outlined in local policies or acceptable use policy (AUP); and (8) Practical technology concepts--skills and tools. (A) use a variety of applications, devices, and online learning environments to engage with content; (C) perform software application functions such as opening an application and modifying, printing, and saving digital artifacts using a variety of developmentally appropriate digital tools and resources; (D) practice ergonomically correct keyboarding techniques and developmentally appropriate hand and body positions; (E) identify, locate, and practice using keys on the keyboard, including letters, numbers, and special keys such as space bar and backspace
4	Fourth Six Weeks	Computational Thinking - Foundations Creativity and Innovation - Innovative Design Process Data Literacy Data Collection Graphing Practical Technology Concepts Chromebook Foundations Using and Editing Google Slides Use Seesaw Tools, Draw, and Record Keyboarding	(1) Computational thinking--foundations. (A) identify a problem or task such as making a sandwich and break it down (decompose) into smaller pieces (B) identify simple patterns and make predictions based on the patterns; and (C) identify algorithms (step-by-step instructions) using a sequential process such as first, next, then, and last

		Coding Digital Citizenship	(3) Creativity and innovation--innovative design process. (A) practice personal skills, including following directions, needed to successfully implement design processes; and (4) Data literacy, management, and representation--collect data (A) communicate an understanding that data is information collected about people, events, or objects such as computer searches and weather patterns; and (8) Practical technology concepts--skills and tools (A) use a variety of applications, devices, and online learning environments to engage with content; (B) identify basic computer hardware, including a variety of input and output devices, and software using accurate terminology; (C) perform software application functions such as opening an application and modifying, printing, and saving digital artifacts using a variety of developmentally appropriate digital tools and resources; (D) practice ergonomically correct keyboarding techniques and developmentally appropriate hand and body positions; and
5		Computational Thinking - Foundations Digital Citizenship Privacy	(1) Computational thinking--foundations.

	<i>Fifth Six Weeks</i>	Practical Technology Concepts Using and Editing Google Slides Use Seesaw Tools, Draw, and Record Keyboarding Coding	(C) identify algorithms (step-by-step instructions) using a sequential process such as first, next, then, and last (7) Digital citizenship--privacy, safety, and security. (A) identify ways to keep a user account safe, including not sharing login information and logging off accounts and devices; and (8) Practical technology concepts--skills and tools. (A) use a variety of applications, devices, and online learning environments to engage with content; (C) perform software application functions such as opening an application and modifying, printing, and saving digital artifacts using a variety of developmentally appropriate digital tools and resources (D) practice ergonomically correct keyboarding techniques and developmentally appropriate hand and body positions; and
6	<i>Sixth Six Weeks</i>	Computational Thinking - Applications Coding Practical Technology Concepts Chromebook Foundations Using the Keyboard and Trackpad Modifying /Editing Slides Saving Files Keyboarding Digital Citizenship Critical Thinking, Problem-Solving, and Decision Making	(2) Computational thinking--applications. (8) Practical technology concepts--skills and tools. (A) use a variety of applications, devices, and online learning environments to engage with content; (B) identify basic computer hardware, including a variety of input and output devices, and software using accurate terminology; (C) perform software application functions such as opening an application and modifying, printing,



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			and saving digital artifacts using a variety of developmentally appropriate digital tools and resources; (D) practice ergonomically correct keyboarding techniques and developmentally appropriate hand and body positions; and
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