

1st Grade B Days  
12:00-2:15pm

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Lesson	Date	Lesson Overview	Learning Targets I Can....
1	September 2	Seat assignments Class Expectations Show examples of real computer parts Color and label different computer parts <a href="#">Parts of a computer</a> <a href="#">Parts of a chrome book</a> <a href="#">Slide</a>	<b>What is a computer?</b>  CS1.a.2.e: Use appropriate terminology in naming and describing the function of common computing devices and components  CS1.b.1.e: Identify the components of a computer system and what the basic functions are as well as external features and their uses
2	September 14	Create “My Chromebook” folder <a href="#">Find Letters and color</a> printable ( <a href="#">chromebook version</a> )  Period/ <a href="#">Exclamation Mark</a> (use chromebook folders)	
3	September 22	<a href="#">Color my name</a> Worksheet ( <a href="#">windows version</a> ) Foo’s programing game OUTSIDE Practice signing into the computer <a href="#">1st Grade steps to Sign In</a>	<b>Keyboarding</b> <a href="#">Learning Target</a> CS1.a.1.e: Identify and use software that controls computational devices to accomplish a task
4	September 30	Add screen to Chromebook Folder Practice signing into the computer <a href="#">1st Grade steps to Sign In</a> <a href="#">Roll a Row</a> Game Brain Break	<b>Keyboarding</b> <a href="#">Learning Target</a> CS1.a.1.e: Identify and use software that controls computational devices to accomplish a task
5	October 9	Try logging on to the real computer KWT <a href="#">Find the finger</a> (printable) <a href="#">Home, Home on the Row</a>	<b>Keyboarding</b> <a href="#">Learning Target</a> CS1.a.1.e: Identify and use software that controls computational devices to accomplish a task  What is the internet NI2.a.2.e: Provide examples of computer use that involve the Internet.
6	October 19	<b>Internet Traffic Light</b> (outside activity if weather allows) KWT	
7	October 27	<b>Pause &amp; Think Online</b>	
8	November 4	<a href="#">DigiDuck</a> <a href="https://www.childnet.com/ufiles/DigiDuck-eBook.pdf">https://www.childnet.com/ufiles/DigiDuck-eBook.pdf</a> How to be a good friend online KWT	<b>Digital Citizenship</b>  NI2.a.2.e: Provide examples of computer use that involve the Internet. IC3.b.2.e: Understand what kinds of digital information is considered private, take steps to keep their information private, and respect the privacy of other students’ information. IC3.b.1.e: Respect other students’ information and refrain from accessing others’ devices or accounts without permission.
9	November 12	Browser Basics <a href="#">What is the internet?</a> BBC Video KWT	
10	November 23	<a href="#">DigiDuck’s Famous Friend</a> KWT ASDF Mnemonic	
11	December 4	KWT	<b>Keyboarding</b> <a href="#">Learning Target</a> CS1.a.1.e: Identify and use software that controls computational devices to accomplish a task
12	December 14	<a href="#">Detective DigiDuck</a> Read Aloud Extra Time: KWT	

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13	December 22	Santa's Village	
	WINTER BREAK		
14	January 11	<a href="#">How Technology Makes You Feel Pear Deck</a> KWT	<b>Digital Citizenship</b>  NI2.a.2.e: Provide examples of computer use that involve the Internet. IC3.b.2.e: Understand what kinds of digital information is considered private, take steps to keep their information private, and respect the privacy of other students' information. IC3.b.1.e: Respect other students' information and refrain from accessing others' devices or accounts without permission.
15	January 19	<a href="#">What is code? video</a> Foo's Review Day(Gracie & Wuz) <a href="#">Algorithms</a> , sequencing, loops <a href="#">Set up Foo's Account</a>	<b>Sequencing</b> AP1.a.1.e: Construct and execute algorithms (sets of step-by-step instructions), which include sequencing, and simple loops to accomplish a task, both independently and collaboratively, with or without a computing device AP2.a.1.e: Construct programs to accomplish a task or as a means of creative expression, which include sequencing, events and simple loops, using a block-based visual programming language, both independently and collaboratively (e.g., pair programming).
16	January 28	Foo's Review: Play Donut Dective & Tool Trouble Goal 22 stars Extra Time: Play Splash Crash	
17	February 5	Kite Plight Advanced sequencing( <a href="#">Lesson 5.2</a> meet Naomi) Finish Level 1 Extra Time: Play Splash Crash	
18	February 16	Advanced sequencing( <a href="#">Lesson 5.1</a> efficiency) Cont. Playing Kite Plight Finish Level 2 Extra Time: Play Splash Crash	
19	February 24	Advanced sequencing( <a href="#">Lesson 5.1</a> efficiency) Cont. Playing Kite Plight Finish Level 2 <a href="#">woz &amp; naomi</a> Extra Time: Play Splash Crash	<b>Events &amp; Conditionals</b> AP1.a.1.e: Construct and execute algorithms (sets of step-by-step instructions), which include sequencing, and simple loops to accomplish a task, both independently and collaboratively, with or without a computing device AP2.a.1.e: Construct programs to accomplish a task or as a means of creative expression, which include sequencing, events and simple loops, using a block-based visual programming language, both independently and collaboratively (e.g., pair programming).
20	March 4	Advanced sequencing( <a href="#">Lesson 5.1</a> efficiency) Cont. Playing Kite Plight Finish Level 2 <a href="#">woz &amp; naomi</a> Extra Time: Play Splash Crash	
21	March 12	Joint Specials	
	SPRING BREAK		
22	March 29	Events ( <a href="#">lesson 6.1</a> ) <a href="#">Puppy Problems</a> Extra Time: Create Section (Play Games and make Foos)	<b>Events &amp; Conditionals</b> AP1.a.1.e: Construct and execute algorithms (sets of step-by-step instructions), which include sequencing, and simple loops to accomplish a task, both independently and collaboratively, with or without a computing device AP2.a.1.e: Construct programs to accomplish a task or as a means of creative expression, which include sequencing, events and simple loops, using a block-based visual programming language, both independently and collaboratively (e.g., pair programming).
23	April 8	Finish <a href="#">Puppy Problems and Naomi</a>	
24	April 16	Conditionals ( <a href="#">lesson 7.1</a> <a href="#">lesson 7.2</a> ) Lunch Crunch <a href="#">Meet Sarge</a>	
25	April 26	Conditionals ( <a href="#">lesson 7.3</a> ) Lunch Crunch <a href="#">Finish all Puzzles</a>	
26	May 4	Foo's Create a story <a href="#">Star wars story</a> <a href="#">Beach Story</a>	<b>Coding</b> AP1.a.1.e: Construct and execute algorithms (sets of step-by-step instructions), which include sequencing, and simple loops to accomplish a task, both

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27	May 12	Foo's Create a story	independently and collaboratively, with or without a computing device AP2.a.1.e: Construct programs to accomplish a task or as a means of creative expression, which include sequencing, events and simple loops, using a block-based visual programming language, both independently and collaboratively (e.g., pair programming).
28	May 21	Foo's Free Choice	
29	June 1st	Free Choice Day	

Extra Time KWT