

5th Grade F Days
12:00-3:00 pm

Lesson	Date	Lesson Overview	Learning Targets I Can....
1	September 10	Assign seats Class Expectations Join Google Classroom Typing.com (typing 10)	What is a computer? CS1.a.4.i: Use appropriate terminology in naming internal and external components of computing devices and describing their relationships, capabilities, and limitations. CS1.b.2.i: Model how a computer system works. [Clarification: Only includes basic elements of a computer system, such as input, output, processor, sensors, and storage]. IC3.b.3.i Explain problems that relate to using computing devices and networks (e.g., logging out to deter others from using your account, cyberbullying, privacy of personal information, and ownership).
2	September 18	Khan Academy: How computers work videos Questions (GC) ABCya Find the Tech Typing.com (typing 10)	
3	September 28	How Networks and the Internet Works Khan Academy Videos (GC) Typing.com What is the Internet? (video) The Internet (typing 10)	What is the Internet? What is a network? NI2.a.4.i: Differentiate between using the Internet and not using the Internet (e.g. identify difference between local and remote computation, such as collaborating on a Google Doc in “the cloud” versus editing a local document). NI2.a.5.i: Illustrate how information travels on the Internet.
4	October 7	Cybersecurity Website Warrior Game Typing.com (typing 10)	Digital Citizenship IC3.b.3.i: Explain problems that relate to using computing devices and networks (e.g., logging out to deter others from using your account, cyberbullying, privacy of personal information, and ownership)
5	October 15	<u>Digital Friendships</u> <u>How do you keep online friendships safe?</u> Pear Deck Interland Mindful Mountain: Share with Care or Stop that Post Typing.com (typing 10)	Digital Citizenship: MEDIA LITERACY IC3.b.3.i: Explain problems that relate to using computing devices and networks (e.g., logging out to deter others from using your account, cyberbullying, privacy of personal information, and ownership)
6	October 23	<u>What's Cyberbullying?</u> Calm Down What is cyberbullying and what can you do to stop it? Pear Deck E-volve (Upstander) Digital Passport Game Typing.com (typing 10)	
7	November 2	BrainPop Cyberbullying https://www.nsteens.org/Games/CyberbullyZombies Typing.com (typing 10)	
8	November 10	<u>You Won't Believe This!</u> What is clickbait and how can you avoid it? PearDeck Reality River Typing.com (typing 10)	
9	November 19	Show appreciation with Google Slides	
10	December 2	BrainPop Media Literacy Watch Video and Play Newsfeed	Digital Citizenship: MEDIA LITERACY & CYBERBULLYING

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		Defender Game (needs a lot of instruction switched with Meaning of Beep) Typing.com (typing 10)	IC3.b.3.i: Explain problems that relate to using computing devices and networks (e.g., logging out to deter others from using your account, cyberbullying, privacy of personal information, and ownership)
11	December 10	Reading News Online What are the important parts of an online news article? Presentation and card activity (in folder) skip card activity to maintain social distancing this year Pear Deck Typing.com (typing 10) Extra Time: Santa's Village	
12	December 18	Santa's Village	
	WINTER BREAK		
13	January 7	<u>Finding My Media Balance</u> What does media balance mean for me? Pear Deck <u>Complete My Media Balance Student Handout & Take Quiz on Google Classroom</u> Twalkers Digital Passport Game (student link on website & Google Classroom) Typing.com (typing 10)	
14	January 15	BrainPop Internet Search How to find good websites Typing.com (typing 10)	DIGITAL CITIZENSHIP: RESEARCH & ETHICAL INFORMATION USE AP3.a.2.i Use proper citations and document when ideas are borrowed and changed for their own use (e.g., using pictures created by others, using music created by others, remixing programming projects). CS1.a.3.i: Select and operate appropriate software to perform a variety of tasks and recognize that users have different needs and preferences for the technology they use.
15	January 26	Join Google Classroom Evaluate Credibility of Online Sources Typing.com (typing 10)	
16	February 3	What is an Infographic? Create an Infographic with Piktochart comparing 2 things (numbers, pictures, graphs) Typing.com (typing 10)	
17	February 11	Computer Programing (BrainPop) Introducing Scratch Typing.com (typing 10)	Computational Thinking: CODING AP1.a.4.i Construct and execute algorithms (sets of step-by-step instructions), which include sequencing, loops, and conditionals to accomplish a task, both independently and collaboratively, with or without a computing device AP2.a.3.i Construct programs to solve a problem or for creative expression, which include sequencing, events, loops, conditionals, parallelism, and variables, using a block-based visual programming language or text-based language, both independently and collaboratively (e.g., pair programming).
18	February 22	CS 1st Partner Lesson -1 Friends or Fashion & Design or Art	
19	March 2	CS 1st Partner Lesson -2 Friends or Fashion & Design or Art	
20	March 10	CS 1st Partner Lesson - 3 Friends or Fashion & Design or Art	
	SPRING BREAK		
21	March 25	CS 1st Partner Activity - Lesson 4 Friends or Fashion & Design or Art	Computational Thinking: CODING AP1.a.4.i Construct and execute algorithms (sets of step-by-step instructions), which include sequencing, loops, and conditionals to accomplish a task, both independently and collaboratively, with or without a computing device
22	April 6	Ozaria Lesson 1 Map Activity	
23	April 14	Ozaria Lesson 2	

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24	April 22	Ozaria Lesson 3 or Scratch Lesson 5	AP2.a.3.i Construct programs to solve a problem or for creative expression, which include sequencing, events, loops, conditionals, parallelism, and variables, using a block-based visual programming language or text-based language, both independently and collaboratively (e.g., pair programming).
25	April 30	Ozaria Lesson 4 or Scratch Lesson 6	
26	May 10	Choice CODING: Ozaria or Scratch or CodeSpark	
27	May 20	Choice CODING: Ozaria or Scratch or CodeSpark	
28	May 28	Choice CODING: Ozaria or Scratch or CodeSpark	