



Leonia School District

Technology - Grade 5

Course Description

Technology meets once a week for 18-27 weeks in the school year. The students are introduced to basic skills and applications for readiness in this century (critical thinking, communication, collaboration, and creativity).

Pacing Guide

Time Frame	Unit Title
1 Weeks	Basic Operations and Concepts
2 Weeks	Digital Citizenship
2 Weeks	Coding
2 Weeks	Basic Financial Literacy
2 Weeks	Global Citizenship

Unit 1 - Basic Operations and Concepts

Goals/Objectives of Unit:

- Identify the main components of computer
- Login and logout of computers
- Launch programs
- Use mouse
- Open and close computer programs

Core Instructional Resources/Materials:

- Teacher made instructional notes
- Google Applications

- Print files
- Toggle between 2 programs
- Use shortcuts to perform functions
- Access files from documents folder or virtual drive
- Manipulate graphics (sizing, moving, etc.)
- Change page orientation
- Create files in virtual drive
- Delete files and folders
- Add transitions and animations
- Insert images, videos or links

NJ-Student Learning Standards:

8.1.5.A.1 Select and use the appropriate digital tools and resources to accomplish a variety of tasks including solving problems.

Unit 2 - Digital Citizenship

Goals/Objectives of Unit:

- Respect the privacy of users
- Use appropriate judgement entering internet sites
- Demonstrate and understand copyright by citing sources
- Citing material taken from other sources
- Obey copyright laws
- Demonstrate proper use of school account at school and home
- Understand and observe information technology licensing restrictions
- Exhibit ethical behavior relating to privacy, ethics, passwords and personal information

Core Instructional Resources/Materials:

- Teacher made instructional notes
- Common Sense Video
- Google applications

NJ-Student Learning Standards:

8.1.5.D.3 Demonstrate an understanding of the need to practice cyber safety, cyber security, and cyber ethics when using technologies and social media.

8.1.5.D.4 Understand digital citizenship and demonstrate an understanding of the personal consequences of inappropriate use of technology and social media.

Unit 3 - Coding

Goals/Objectives of Unit:

- Sequence
- Solve problems
- Apply critical and independent thinking
- Design a program

Core Instructional Resources/Materials:

- Teacher made instructional notes
- Scratch
- Google applications

• Create a program • Test or experiment a program • Improve a program	
NJ-Student Learning Standards: 8.1.5.CS.2: Model how computer software and hardware work together as a system to accomplish tasks. 8.1.5.CS.3: Identify potential solutions for simple hardware and software problems using common troubleshooting strategies. 8.2.5.ED.2: Collaborate with peers to collect information, brainstorm to solve a problem, and evaluate all possible solutions to provide the best results with supporting sketches or models. 8.2.5.NT.1: Troubleshoot a product that has stopped working and brainstorm ideas to correct the problem.	

Unit 4 - Basic Financial Literacy

Goals/Objectives of Unit: • Define financial terms (savings, allowance, budget, loan, debt, interest, credit card, taxes, bank, tip/gratuity) • Identify different jobs produce varying income • Select different stores to purchase • Compare and contrast prices • Create a data list • Formulate total sum (with a function) • Compare budget to spent amount with an equation • Graph data list	Core Instructional Resources/Materials: • Teacher made instructional notes • Google applications
NJ-Student Learning Standards: 8.1.5.A.4 Graph data using a spreadsheet, analyze and produce a report that explains the analysis of the data. 8.1.5.F.1 Apply digital tools to collect, organize, and analyze data that support a scientific finding. 8.2.5.C.4 Collaborate and brainstorm with peers to solve a problem evaluating all solutions to provide the best results with supporting sketches or models.	

Unit 5 - Global Citizenship

Goals/Objectives of Unit: • Select a global issue • Research and explain the global issue • Outline and create a podcast script • Record a podcast • Edit a podcast • Save a podcast to device • Upload the podcast	Core Instructional Resources/Materials: • Teacher made instructional notes • Google applications
NJ-Student Learning Standards:	

8.1.5.E.1 Use digital tools to research and evaluate the accuracy of, relevance to, and appropriateness of using print and non-print electronic information sources to complete a variety of tasks.

8.1.5.D.1 Understand the need for and use of copyrights.

8.1.5.A.2 Format a document using a word processing application to enhance text and include graphics, symbols and/ or pictures.

General Assessments (may include but not limited to):

Possible Summative Assessment:

- Performance based tasks
 - Project
- Interactive notebooks
- Scoring on Rubrics

Optional Daily Assessment:

- Exit ticket/survey (game/web-based: [Kahoot!](#), [Pear Deck](#), [EdPuzzle](#), [Plickers](#), [Quizizz](#), [FlipGrid](#), Google Suite)
- Reflection/self-assessment tool
- Graphic organizers
- Anecdotal notes/teacher observations