

TECHNOLOGY CURRICULUM Grades 3-5

New Jersey Student Learning Standards

CURRICULUM DETAILS TECHNOLOGY 3-5				
	NJSLS: English Language Arts	NJSLS: Mathematics	NJSLS: Science	NJSLS: Social Studies
	E1. Demonstrate	M3. Construct viable arguments	S7. Engaging in argument	SS4. Considers multiple
	independence.	and critique the reasoning of	from evidence.	perspectives, values
	E2. Build strong content	others.	S8. Obtaining, evaluating,	diversity, and promotes
Interdisciplinary Connections	knowledge.	M5. Use appropriate tools	and communicating	cultural understanding.
		strategically.	information.	
		M6. Attend to precision. M7. Look for and make use of		
		structure.		
	Core Materials	N/A		
	Leveled Resources N/A			
Core Instructional Materials	Modified Resources	N/A		
	Technology & Digital Tools	Computers, iPads, Digital Tools & Re	esources	
	Career Ready Practices			
21st Century Themes & Skills	CRP2. Apply appropriate acade			
The second of th	CRP4. Communicate clearly and	•		
	CRP6. Demonstrate creativity a			
	The New Jersey Student Learning Standards for Technology outline the student learning objectives that are to be addressed			
Pacing Guide: Overview	within each grade level. Based on these objectives, the South Bergen Jointure Commission has created pacing guides which			
outline the scope and sequence that is to be followed for each of its curricula. Refer to the <i>Pacing Guide</i> below followed for each of its curricula.				Juide below for additional
		itlined in the New Jersey Student Lea	rning Standards for Technology	/ will be assessed through:
Assessment: Overview	class discussion and quizzes, as well as the use of teacher observation, checklists and rubrics for assessing the understanding			
and application of technology skills.				

MODIFICATIONS			
Special Education	At-Risk	English Language Learners	Gifted and Talented
Word walls	Teacher tutoring	English Language Learners	Curriculum compacting
Visual aides	Peer tutoring	Scaffolding	Challenge assignments
Graphic organizers	Study guides	Word walls	Enrichment activities
Multimedia	Graphic organizers	Sentence/paragraph frames	Tiered activities
Leveled readers	Extended time	Bilingual dictionaries/translation	Independent research/inquiry
Assistive technology	Parent communication	Think alouds	Collaborative teamwork
Notes/summaries	Modified assignments	Read alouds	Higher level questioning
Extended time	Counseling	Highlight key vocabulary	Critical/Analytical thinking tasks
Answer masking		Annotation guides	Self-directed activities
Answer eliminator		Think-pair-share	
Highlighter		Visual aides	
Color contrast		Modeling	
		Cognates	

PACING GUIDE TECHNOLOGY: GRADE 3-5

SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER	JANUARY
Technology Operations and	Creativity and Innovation	Communication and	Digital Citizenship &	Critical Thinking, Problem
Concepts		Collaboration	Research and Information	Solving & Decision Making
			Fluency	
Students demonstrate a	Students demonstrate	Students use digital media	Students understand human,	Students use critical thinking
sound understanding of	creative thinking, construct	and environments to	cultural, and societal issues	skills to plan and conduct
technology concepts, systems	knowledge and develop	communicate and work	related to technology and	research, manage projects,
and operations.	innovative products and	collaboratively, including at a	practice legal and ethical	solve problems, and make
	process using technology.	distance, to support individual learning and	behavior.	informed decisions using appropriate digital tools and
		contribute to the learning of	Students apply digital tools to	resources.
		others.	gather, evaluate, and use	
			information.	
NJSLS	NJSLS	NJSLS	NJSLS	NJSLS
8.1.5.A.1, 8.1.5.A.2, 8.1.5.A.3, 8.1.5.A.4,	8.1.5.B.1	8.1.5.C.1	8.1.5.D.1, 8.1.5.D.2,	8.1.5.F.1
8.1.5.A.5, 8.1.5.A.6			8.1.5.D.3, 8.1.5.D.4, 8.1.5.E.1	
FEBRUARY	MARCH	APRIL	MAY	JUNE
The Nature of Technology	Technology and Society	Design	Abilities for a	Computational Thinking:
The reactive of recimology	recimology and society	Design	Technological World	Programming
Creativity and Innovation	Knowledge and	The design process is a		
Technology systems impact	understanding of human,	systematic approach to	The designed world is the	Computational thinking
every aspect of the world in	cultural and societal values	solving problems.	product of a design process	builds and enhances problem
which we live.	are fundamental when		that provides the means to convert resources into	solving, allowing students to
	designing technological systems and products in the		products and systems.	move beyond using knowledge to creating
	global society.		products and systems.	knowledge.
	,	NJSLS	NJSLS	
NJSLS	NJSLS	8.2.5.C.1, 8.2.5.C.2, 8.2.5.C.3,	8.2.5.D.1, 8.2.5.D.2,	<u>NJSLS</u>
8.2.5.A.1, 8.2.5.A.2,	8.2.5.B.1, 8.2.5.B.2, 8.2.5.B.3,	8.2.5.C.4, 8.2.5.C.5, 8.2.5.C.6,	8.2.5.D.3, 8.2.5.D.4,	8.2.5.E.1, 8.2.5.E.2, 8.2.5.E.3,
8.2.5.A.3, 8.2.5.A.4, 8.2.5.A.5	8.2.5.B.4, 8.2.5.B.5, 8.2.5.B.6	8.2.5.C.7	8.2.5.D.5, 8.2.5.D.6, 8.2.5.D.7	8.2.5.E.4

⁻ Lessons and activities will vary by grade level

Content Area: Technology		
	hnology All students will use digital tools to access, manage, evaluate, and synthesize ly and to create and communicate knowledge.	e information in order to solve problems
Strand A. Technology Operation	ons and Concepts	
21st Century Theme: Financial	, Economic, Business and Entrepreneurial Literacy	
21st Century Skills: ICT Literacy	y, Life and Career Skills	
Content Statement	Instructional Outcome	Assessment
Understand and use technology systems.	8.1.5.A.1 Select and use the appropriate digital tools and resources to accomplish a variety of tasks including solving problems.	 Class Discussion Quizzes
Select and use applications effectively and productively.	8.1.5.A.2 Format a document using a word processing application to enhance text and include graphics, symbols and/ or pictures.8.1.5.A.3 Use a graphic organizer to organize information about problem or issue.	 Application of Technology Skil Teacher Observation Checklists
	8.1.5.A.4 Graph data using a spreadsheet, analyze and produce a report that explains the analysis of the data.	Project-Based Rubrics
	8.1.5.A.5 Create and use a database to answer basic questions.	
	8.1.5.A.6 Export data from a database into a spreadsheet; analyze and produce a report that explains the analysis of the data.	

Essential Questions: How can	I demonstrate creativity	, and innovation in usin	g technology?
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Content Area: Technology

Standard: 8.1 Educational Technology All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaboratively and to create and communicate knowledge.

Strand B. Creativity and Innovation

21st Century Theme: Financial, Economic, Business and Entrepreneurial Literacy

21st Century Skills: ICT Literacy, Life and Career Skills

Content Statement	Instructional Outcome	Assessment
Apply existing knowledge to generate new ideas, products, or processes.	8.1.5.B.1 Collaborative to produce a digital story about a significant local event or issue based on first-person interviews.	 Class Discussion Quizzes Application of Technology Skills: Teacher Observation
Create original works as a means of personal or group expression.		 Checklists Project-Based Rubrics

Essential Questions: How can I use digital media and environments to communicate and work collaboratively?

Content Area: Technology

Standard: 8.1 Educational Technology All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaboratively and to create and communicate knowledge.

Strand C. Communication and Collaboration

21st Century Theme: Financial, Economic, Business and Entrepreneurial Literacy

21st Century Skills: ICT Literacy, Life and Career Skills

Content Statement	Instructional Outcome	Assessment
Interact, collaborate, and publish with peers, experts, or others by employing a variety of digital environments and media. Communicate information and ideas to multiple audiences using a variety of media and formats.	8.1.5.C.1 Engage in online discussions with learners of other cultures to investigate a worldwide issue from multiple perspectives and sources, evaluate findings and present possible solutions, using digital tools and online resources for all steps.	 Class Discussion Quizzes Application of Technology Skills: Teacher Observation Checklists Project-Based Rubrics
Develop cultural understanding and global awareness by engaging with learners of other cultures.		
Develop cultural understanding and global awareness by engaging with learners of other cultures.		

Essential Questions: How do human, cultural, and societal issues related to technology? How can I practice legal and ethical behavior in terms of technology?

Content Area: Technology

Standard: 8.1 Educational Technology All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaboratively and to create and communicate knowledge.

Strand D. Digital Citizenship

21st Century Theme: Financial, Economic, Business and Entrepreneurial Literacy

21st Century Skills: ICT Literacy, Life and Career Skills

Content Statement Instructional Outcome Assessment

Advocate and practice safe,	8.1.5.D.1 Understand the need for and use of copyrights.	 Class Discussion
legal, and responsible use of information and technology.	8.1.5.D.2 Analyze the resource citations in online materials for proper use.	QuizzesApplication of Technology Skills:
Demonstrate personal responsibility for lifelong learning.	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.	Teacher ObservationChecklistsProject-Based Rubrics
Exhibit leadership for digital citizenship.	8.1.5.D.4 Understand digital citizenship and demonstrate an understanding of the personal consequences of inappropriate use of technology and social media.	

Essential Questions: How can I use digital tools to gather, evaluate, and use information?

Content Area: Technology

Standard: 8.1 Educational Technology All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaboratively and to create and communicate knowledge.

Strand E. Research and Information Literacy

21st Century Theme: Financial, Economic, Business and Entrepreneurial Literacy

21st Century Skills: ICT Literacy, Life and Career Skills

21 Century Skins. Ici Etteracy, the and Career Skins			
Content Statement	Instructional Outcome	Assessment	
Plan strategies to guide inquiry.	8.1.5.E.1 Use digital tools to research and evaluate the accuracy of, relevance to,	 Class Discussion 	
Locate, organize, analyze,	and appropriateness of using print and non-print electronic information sources	 Quizzes 	
evaluate, synthesize, and	to complete a variety of tasks.	 Application of Technology Skills: 	
ethically use information from a		 Teacher Observation 	
variety of sources and media.		 Checklists 	
Evaluate and select information		 Project-Based Rubrics 	
sources and digital tools based			
on the appropriateness for			
specific tasks.			

Essential Questions: What strategies can I use to make informed decisions when using digital tools and resources?

Content Area: Technology

Standard: 8.1 Educational Technology All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaboratively and to create and communicate knowledge.

Strand F. Critical Thinking, Problem Solving, and Decision-Making

21st Century Theme: Financial, Economic, Business and Entrepreneurial Literacy

21st Century Skills: ICT Literacy, Life and Career Skills

Content Statement Instructional Outcome Assessment

Identify and define authentic	8.1.5.F.1 Apply digital tools to collect, organize, and analyze data that support a	Class Discussion
problems and significant	scientific finding.	 Quizzes
questions for investigation.		 Application of Technology Skills:
Plan and manage activities to		 Teacher Observation
develop a solution or complete		 Checklists
a project.		 Project-Based Rubrics
Collect and analyze data to		
identify solutions and/or make		
informed decisions.		
Use multiple processes and		
diverse perspectives to explore		
alternative solutions.		

Essential Questions: How do technology systems impact every aspect of the world in which we live?

Content Area: Technology

Standard: 8.2 Technology Education, Engineering, and Design-All students will develop an understanding of the nature and impact of technology, engineering, technological design, and the designed world, as they relate to the individual, global society, and the environment.

Strand A. Nature of Technology: Creativity and Innovation

21st Century Theme: Financial, Economic, Business and Entrepreneurial Literacy

21st Century Skills: ICT Literacy, Life and Career Skills

Content Statement	Instructional Outcome	Assessment
The characteristics and scope of technology.	8.2.5.A.1 Compare and contrast how products made in nature differ from products that are human made in how they are produced and used. 8.2.5.A.2 Investigate and present factors that influence the development and function of a product and a system.	 Class Discussion Quizzes Application of Technology Skills: Teacher Observation
The core concepts of technology.	8.2.5.A.3 Investigate and present factors that influence the development and function of products and systems, e.g., resources, criteria and constraints.	ChecklistsProject-Based Rubrics
The relationships among technologies and the connections between	8.2.5.A.4 Compare and contrast how technologies have changed over time due to human needs and economic, political and/or cultural influences.	
technology and other fields of study.	8.2.5.A.5 Identify how improvement in the understanding of materials science impacts technologies.	

Essential Questions: Why is an understanding of human, cultural and societal values fundamental when designing technological systems and products in the global society?

Content Area: Technology

Standard: 8.2 Technology Education, Engineering, and Design-All students will develop an understanding of the nature and impact of technology, engineering, technological design, and the designed world, as they relate to the individual, global society, and the environment.

Strand B. Technology and Society:

21st Century Theme: Financial, Economic, Business and Entrepreneurial Literacy

21st Century Skills: ICT Literacy, Life and Career Skills

Content Statement	Instructional Outcome	Assessment
The cultural, social, economic and political effects of technology.	8.2.5.B.1 Examine ethical considerations in the development and production of a product through its life cycle.	Class DiscussionQuizzesApplication of Technology Skills:
The effects of technology on the environment.	 8.2.5.B.2 Examine systems used for recycling and recommend simplification of the systems and share with product developers. 8.2.5.B.3 Investigate ways that various technologies are being developed and used to reduce improper use of resources 	Teacher ObservationChecklistsProject-Based Rubrics
The role of society in the development and use of technology.	8.2.5.B.4 Research technologies that have changed due to society's changing needs and wants.8.2.5.B.5 Explain the purpose of intellectual property law.	
The influence of technology on history.	8.2.5.B.6 Compare and discuss how technologies have influenced history in the past century.	

Essential Questions: How can	the design process	he used to solve problems?
Esselitiai Questiolis, now tall	tile design biocess	be used to solve bloblellis:

Content Area: Technology

Standard: 8.2 Technology Education, Engineering, and Design-All students will develop an understanding of the nature and impact of technology, engineering, technological design, and the designed world, as they relate to the individual, global society, and the environment.

Strand C. Design

21st Century Theme: Financial, Economic, Business and Entrepreneurial Literacy

21st Century Skills: ICT Literacy, Life and Career Skills

Content Statement	Instructional Outcome	Assessment	
The attributes of design.	8.2.5.C.1 Collaborate with peers to illustrate components of a designed system.	Class Discussion	
	8.2.5.C.2 Explain how specifications and limitations can be used to direct a	 Quizzes 	
	product's development. • Application of Tech		
	8.2.5.C.3 Research how design modifications have lead to new products.	 Teacher Observation 	
The application of	8.2.5.C.4 Collaborate and brainstorm with peers to solve a problem evaluating all	 Checklists 	
engineering design.	solutions to provide the best results with supporting sketches or models.	 Project-Based Rubrics 	

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	8.2.5.C.5 Explain the functions of a system and subsystems.	
The role of troubleshooting,	8.2.5.C.6 Examine a malfunctioning tool and identify the process to troubleshoot	
research and development,	and present options to repair the tool.	
invention and innovation and	8.2.5.C.7 Work with peers to redesign an existing product for a different purpose.	
experimentation in problem		
solving.		

Essential Questions: How does the design process impact converting resources into products and systems?

Content Area: Technology

Standard: 8.2 Technology Education, Engineering, and Design-All students will develop an understanding of the nature and impact of technology, engineering, technological design, and the designed world, as they relate to the individual, global society, and the environment.

Strand D. Abilities for a Technological World

21st Century Theme: Financial, Economic, Business and Entrepreneurial Literacy

21st Century Skills: ICT Literacy, Life and Career Skills

Content Statement	Instructional Outcome	Assessment
Apply the design process.	 8.2.5.D.1 Identify and collect information about a problem that can be solved by technology, generate ideas to solve the problem, and identify constraints and trade-offs to be considered. 8.2.5.D.2 Evaluate and test alternative solutions to a problem using the constraints and trade-offs identified in the design process to evaluate potential solutions 	 Class Discussion Quizzes Application of Technology Skills: Teacher Observation Checklists
Use and maintain technological products and systems.	 8.2.5.D.3 Follow step by step directions to assemble a product or solve a problem. 8.2.5.D.4 Explain why human-designed systems, products, and environments need to be constantly monitored, maintained, and improved. 8.2.5.D.5 Describe how resources such as material, energy, information, time, tools, people and capital are used in products or systems. 	 Project-Based Rubrics
Assess the impact of products and systems.	 8.2.5.D.6 Explain the positive and negative effect of products and systems on humans, other species and the environment, and when the product or system should be used. 8.2.5.D.7 Explain the impact that resources such as energy and materials used in a process to produce products or system have on the environment. 	

Essential Questions: How does computational thinking build and enhance problem solving skills? **Content Area: Technology** Standard: 8.2 Technology Education, Engineering, and Design-All students will develop an understanding of the nature and impact of technology, engineering, technological design, and the designed world, as they relate to the individual, global society, and the environment. Strand D. Abilities for a Technological World 21st Century Theme: Financial, Economic, Business and Entrepreneurial Literacy 21st Century Skills: ICT Literacy, Life and Career Skills **Content Statement** Instructional Outcome Assessment Computational thinking and 8.2.5.E.1 Identify how computer programming impacts our everyday lives. Class Discussion computer programming as 8.2.5.E.2 Demonstrate an understanding of how a computer takes input of data, Quizzes tools used in design and processes and stores the data through a series of commands, and outputs Application of Technology Skills: engineering. Teacher Observation information. Checklists 8.2.5.E.3 Using a simple, visual programming language, create a program using Project-Based Rubrics loops, events and procedures to generate specific output. 8.2.5.E.4 Use appropriate terms in conversation (e.g., algorithm, program, debug, loop, events, procedures, memory, storage, processing, software, coding, procedure, and data).