Creo College Prep

5th Grade Computer Science

What do students learn in the course?

In this foundational course, students are introduced to **keyboarding skills**, tools for producing and organizing digital work, **digital art** and **web design**. Students will learn to use **word processing**, **presentation**, and **spreadsheet software**, **touch typing**, responsible digital citizenship including social media usage and vetting of **online media for research and informational purposes**. At the end of the year, students are introduced to the Scratch programming language to **create animations and interactive models** aligned to their work in Science.

What does this look like?

What is the unit?		When is it?	What are students doing?
Unit 0	Bicycle of the Mind	Sept. 12 - 16	Learning to think like a computer scientist!
Unit 1	Keyboarding	Sept. 19 - Oct. 17	Strengthening fundamental touch typing skills
Unit 2	Digital Citizenship	Oct. 18 - 31	Learning responsible and safe use of the Internet
Unit 3	Content Creation with Google Slides	Nov. 1 - Dec. 23	Beginning digital content creation!
Unit 4	Google Docs	Jan. 3 - Feb. 28	Applying touch typing skills to word processing
Unit 5	Introduction to Programming	Mar. 1 - Apr. 6	Learning the basics of computer programming
Unit 6	Programming with Scratch	Apr. 7 - Jun. 27	Creating our own code in the Scratch programming language!

Daily Routine

1. Start with our Do Now 🤔 💡
   a. What can you share about today's topic?
2. Laptop Retrieval 💻 😎
3. Lesson/Skill Builders 🛠️
4. Exit Ticket/Laptop Return

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Course Expectations

Students will begin the 5th grade working on touch typing and other fundamental computer skills, and by the end of the year they will be learning a programming language and making their own code!

Since we have so much planned for the year, we will have **homework assignments (approximately 15 minutes of work every night)** to help our students retain and integrate all of the skills we will learn.

We will also give students the opportunity to show their knowledge in our **daily Exit Tickets** (there is an example below!), as well as **quizzes** every other week.

Our students live in a digital world, and our goal in 5th grade Computer Science is for them to be digitally literate creators. The aim of the assignments and structure of the class is to lay a strong groundwork in fundamental skills (touch typing, digital content creation, management) and introduce them to the tools and knowledge that will allow them to excel during the rest of their time at Creo and beyond!

Exit Ticket

1. What is the last unit of the school year? What do students do?

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2. What are **two** of the options for changing your Sprite's motion in Scratch?

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Notes

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