

## Curriculum Map: 2nd Grade Technology

Course: Computer2 Sub-topic: Computer

Grade(s): 2 to 3

**Course Description:** The 2nd grade technology curriculum is designed to introduce students to a variety of digital tools and concepts that will help them become proficient in technology use. Throughout the year, students will explore topics such as digital citizenship, coding, and online collaboration.

One of the main tools students will use is Google Classroom, a platform that enables teachers and students to communicate, collaborate, and manage assignments online. Students will learn how to navigate Google Classroom, submit assignments, and interact with classmates and teachers.

Students will also be introduced to a range of Google products, including Google Drive, Docs, Sheets, and Slides. They will learn how to use these tools to create and edit digital documents, spreadsheets, and presentations, as well as to collaborate with peers and teachers.

In addition to Google products, students will be introduced to coding concepts using block-based coding tools such as Scratch and code.org. They will learn how to use these tools to create simple programs and animations, and will have the opportunity to work on coding projects individually and in groups.

### Unit: Intro To Google Drive and Google Products

Timeline: Week 1 to 8

**Unit Description:** This unit is designed to introduce 2nd grade students to Google Drive and Classroom, two powerful digital tools that enable students to create, share, and collaborate on documents, presentations, and other digital projects.

During this unit, students will learn how to navigate Google Drive, create folders, and upload and organize files. They will also explore the range of Google products available within Drive, including Google Docs, Sheets, and Slides. Students will learn how to use these tools to create and edit digital documents, spreadsheets, and presentations.

Students will also learn how to use Google Classroom, a platform that enables teachers and students to communicate, collaborate, and manage assignments online. They will learn how to join a class, navigate the Classroom interface, and submit assignments. Students will also learn how to interact with their peers and teachers using Classroom's messaging and discussion tools.

Throughout the unit, students will have the opportunity to apply their skills by working collaboratively on a range of digital projects, such as creating a class presentation, writing a collaborative story, or researching and sharing information on a chosen topic.

This Curriculum Map Unit has no Topics to display

### Unit: Scratch and Basic Block Coding

Timeline: Week 45

**Unit Description:** This unit is designed to introduce 2nd grade students to block-based coding concepts using Scratch, a visual programming language developed by the Massachusetts Institute of Technology (MIT). Scratch enables students to create interactive stories, games, and animations by snapping together blocks of code.

During this unit, students will learn the basics of Scratch, including the Scratch interface, blocks, and sprites. They will learn how to use Scratch to create simple programs and animations, and how to incorporate sound and movement into their projects. Students will also learn how to share and remix their projects with others in the Scratch community.

Throughout the unit, students will work collaboratively and individually to create a range of Scratch projects, such as a simple game or animation, a digital storybook, or a simulation. They will use the design thinking process to plan, prototype, and iterate on their projects, incorporating feedback from their peers and teachers.

In addition to developing coding skills, students will also develop important computational thinking skills, such as problem-solving, logic, and creativity. They will also learn about digital citizenship and responsible online behavior, including respecting copyright and giving credit to others when using their work.

By the end of the unit, students will have developed a foundational understanding of block-based coding and be able to apply their skills to create a range of digital projects using Scratch.

This Curriculum Map Unit has no Topics to display

### **Unit: Coding, Sphero and Hour of Code**

Timeline: Week 1

**Unit Description:** This unit is designed to introduce 2nd grade students to the world of robotics and coding using Sphero robots. Sphero robots are small, programmable robots that can be controlled and programmed using a mobile device.

During this unit, students will learn the basics of robotics and coding, including how to use a mobile device to control a Sphero robot. They will learn how to program the robot to move in different directions, change colors, and respond to different inputs.

Students will work collaboratively and individually to complete a range of Sphero challenges, such as navigating a maze, racing against other robots, or creating a choreographed dance routine. They will use the design thinking process to plan, prototype, and iterate on their projects, incorporating feedback from their peers and teachers.

In addition to developing coding and robotics skills, students will also develop important computational thinking skills, such as problem-solving, logic, and creativity.

This Curriculum Map Unit has no Topics to display

### **Unit: Presentation Using Canva**

Timeline: Week 17

**Unit Description:** Canva Presentations for 2nd Grade

This unit is designed to introduce 2nd grade students to Canva, an online graphic design platform that enables students to create visually appealing and engaging presentations.

During this unit, students will learn how to navigate Canva's user-friendly interface and how to use a range of design elements, such as text, images, and shapes, to create their presentations. They will learn about design principles such as contrast, alignment, and proximity, and will apply these principles to create effective and visually appealing presentations.

Students will work collaboratively and individually to complete a range of presentation projects, such as creating a digital book report, a class presentation on a chosen topic, or a digital poster for a classroom display.

This Curriculum Map Unit has no Topics to display

### **Unit: Basic Keyboarding**

Timeline: Week 1 to 5

**Unit Description:** In this unit, students will be introduced to the basics of keyboarding and learn how to type on a computer keyboard.

We will start by exploring the layout of the keyboard and the placement of the letters, numbers, and symbols. Students will learn how to place their fingers on the home row keys and how to use proper posture and hand placement while typing.

As we progress through the unit, students will learn how to type simple words and sentences using the correct finger placement. They will practice typing using various software programs and games that are designed to reinforce proper technique and build typing speed.

Throughout the unit, we will emphasize the importance of accuracy and speed while typing. Students will learn how to proofread their work for errors and make corrections as needed.

By the end of the unit, students will have a basic understanding of keyboarding and be able to type simple words and sentences with proper technique. They will have the foundational skills necessary to continue to build their keyboarding skills in future technology classes

This Curriculum Map Unit has no Topics to display