Review:

1. What do we know about computers and technology, and what do we want to know?

2. Ask students to reflect on what they know about computers or technology and what they would like to know. Have them write quietly or share with a partner, then open up to a class discussion.

3. Class contract

Standards: ISTE 1a

Vocabulary	
Computer	a machine used to work with information.
Revolutionize	to change something very much or completely.
Cyberbullying	using the internet to be mean, either by sending messages or posting pictures or videos that are unkind.
Digital citizen	a person who responsibly participates in using the internet and other technology.
Netizen	a person who actively uses the Internet especially in a proper and responsible way.

Change agent

someone who makes change happen by inspiring and influencing others.



Level 3 | Week 1 | Digital Literacy | Mouse Magic

Weekly Question: What are some ways we can use the computer mouse?

Suggested In-class Extension Activity: Vocabulary sort; Draw or define the vocabulary words

Standards: ISTE 1d, 2b

Vocabulary	
Scroll	to move up, down, left, or right.
Scroll Wheel	part of the mouse that lets you scroll.
Scroll Bar	the long rectangle that allows you to scroll.
Vertical	goes up and down.
Horizontal	goes back and forth.
Menu	a list of things to do.
Highlight	to pick certain words and put them in a bright color so they stand out.

Text	letters and words.
Triple	three times.

Weekly Question: How can we use a computer touchpad?

Suggested In-class Extension Activity: Have students compare and contrast the touchpad

with the mouse using the Compare and Contrast Template or the Venn Diagram Template.

Vocabulary	
Mouse	an input device that is controlled by the hand and fingers to move the cursor on the computer screen.
Touchpad	an input device that allows the user to move the cursor on the computer screen with just their fingers.
Gesture	a movement of part of the body, especially a hand or the head, to express an idea or meaning.
Select	to choose an item by "clicking" on it.
Right-Click	to open a menu and or more information by clicking the right button or using the right-click gesture.
Scroll	to move text or image up or down, or left or right on a computer screen.
Drag and Drop	to move (an image or highlighted text) to another part of the screen using a mouse or similar device.

Level 3 | Week 3 | Digital Literacy | Ones and Zeros

Weekly Question: What is the binary system?

Suggested In-class Extension Activity: Google Slide Slideshow; Binary System Worksheet;

Homework

Standards: ISTE 1d, 5d

Vocabulary	
Binary System	a system in which information can be expressed by combinations of the digits 0 and 1.
Base-ten System	a counting system that uses ten digits.
Decimal System	a system of measurement or currency in which the basic units increase by powers of 10.
Symbol	a thing that represents or stands for something else.
Circuit	the path on which electricity flows.



Level 3 | Week 4 | Digital Literacy | History of Computers

Weekly Question: How have computers changed over time?

Suggested In-class Extension Activity: Computers throughout history; Timeline activity

Vocabulary	
Computer	a machine that does complicated calculation.
PC	a computer made specifically for the home user.
Mainframe	a large high-speed computer.
Command	instructions given to a computer for it to do something.



Level 3 | Week 5 | Digital Literacy | Computer Parts

Weekly Question: What are some of the ways that computers can help people?

Suggested In-class Extension Activity: Cut and Paste Activity; External Parts of a Computer

Bingo

Standards: ISTE 1c, 1d, 2b

Vocabulary	
Data	the information that computers work with, such as pictures, numbers, letters, words, or sounds.
Monitor	a flat box that lets you see what's inside the computer.
Computer Case	the box or container that houses the internal computer parts computer.
Power Button	a button that turns the computer on and off.
Device	an electronic piece of equipment.
Input Device	a device that puts information into the computer.
Output Device	a device that takes information from the computer and puts it out.
Port	a hole or connection that allows information to move back and forth between a device and computer.
USB	Universal Serial Bus, a port or connection that is used to connect many external devices to the computer.
Peripheral	an external computer device that connects to the computer.



Level 3 | Week 6 | Digital Literacy | Hardware and Software

Weekly Question: What is the difference between computer hardware and software?

Suggested In-class Extension Activity: Software and Hardware images; Closed sort

hardware vs. software; Homework

Vocabulary	
Hardware	the physical parts of a computer.
Software	the files, programs, and applications on a computer.
Program	a set of instructions that does a specific job in the computer.
System Software	the programs that manage the computer itself.
Application Software	a program that is made for a person to perform a certain task.



Level 3 | Week 7 | Digital Literacy | How Computers Work

Weekly Question: How do computers work?

Suggested In-class Extension Activity: Closed Sort Input vs. Output devices

Standards: ISTE 1d, 5d

Vocabulary	
Input	any information or data sent to a computer for processing.
Hardware	the collection of physical parts of a computer system.
Software	the programs and other operating information used by a computer.
Process	a series of interdependent operations carried out by computer.
Memory	capacity for storing information on a computer.
Output	a place where power or information leaves a system.



Level 3 | Week 8 | Digital Literacy | Operating Systems

Weekly Question: What is an operating system?

Suggested In-class Extension Activity: Operating System Worksheet

Vocabulary	
Operating System	a set of instructions that manages all of the hardware and software in a computer
Home Screen	also called a desktop, the main screen of a computer, tablet or mobile device.
Window	an area of the screen that pops up to give you some information.
Menu	a list of choices you can make when using the computer or a program.
Button	a shape that you can click on to make something happen.
Software	the files, programs, and applications on a computer.
Hardware	the physical parts of a computer that can be seen and touched.

Application	a software program that does a certain thing, like web browsing, email, or games.
lcon	a small picture on a home screen that you can click on to open a file or program.
GUI (Graphical User Interface)	A system of windows, pictures, and buttons that can be clicked on to use the different programs and files in a computer.



Level 3 | Week 9 | Digital Literacy | What is a Window?

Weekly Question: What is a window?

Suggested In-class Extension Activity: Label the computer window; Homework

Standards: ISTE 1c, 1d, 3d, 5b

Vocabulary	
Minimize	to make smaller.
Maximize	to make bigger.
Restore	to put things back to the way they were before
Title bar	the bar that has the name of the program or file.
File	an object on a computer that stores information.
Menu	a list of things that you can choose from.
Toolbar	the bar that has buttons that do things.

Window	a way to see what is on the computer.
PC	a type of computer that uses Microsoft Windows.
Мас	a type of computer that doesn't use Microsoft Windows.



Weekly Question: What can a browser do?

Suggested In-class Extension Activity: Use the Venn Diagram Template to compare and

contrast street addresses with web addresses.

Standards: ISTE 1b, 1c, 1d, 3a, 4b, 5b, 7d

Vocabulary	
Browser	a program that lets you visit websites on the World Wide Web.
Address bar	the box where you type in a website address.
Search Engine	a program used to search for things on the World Wide Web.
Search Bar	the place where you type in search terms.
Homepage	the starting page when a browser is first opened.
Refresh/Reload	start over.
Load	when information is moved onto a web page.
Favorites/Bookmark	a way to save a web page in the browser's memory for use later.
Extensions/Add-ons	a small program that customizes the web browser in some way.
Tab	a rectangle that sticks up at the top of a web page to show you each web page that is open.

Weekly Question: What are some common computer icons and symbols?

Suggested In-class Extension Activity: Common icons and symbols to display on the board that students would be able to identify; Match the image of the icons & symbols with the words; Fly Swatter Activity images

Standards: ISTE 1d, 6a

Vocabulary	
lcon	a picture that represents a program, function, or idea.
Symbol	a picture that represents an idea.
Emoji	a type of symbol representing emotions and everyday objects.



Level 3 | Week 12 | Digital Literacy | Memory and Storage

Weekly Question: What are computer memory and storage?

Suggested In-class Extension Activity: Use the Venn Diagram Template to have students

compare and contrast memory and storage.

Standards: ISTE 1d

Vocabulary	
Processing	when a computer works with information or data.
Data	the information that computers work with, such as pictures, numbers, letters, words, or sounds.
Storage	a place that data is kept on a computer for an extended period of time.
Memory	the data that is stored in order to be processed.
ROM	Read Only Memory is permanently stored on the computer and cannot be changed by the user.
Boot	when a computer is started and loads the operating system in order to run.
RAM	Random Access Memory is a device that stores data for a very short time in order for the computer to process the data.

or the computer to process the data.

Level 3 | Week 13 | Digital Literacy | Keyboard Magic

Weekly Question: How can we use a computer keyboard?

Suggested In-class Extension Activity: Keyboard Labeling Worksheet

Vocabulary	
QWERTY	the most common English language layout for a computer keyboard.



Level 3 | Week 14 | Digital Literacy | Files and Folders

Weekly Question: How can files and folders help us stay organized?

Suggested In-class Extension Activity: Use the Compare and Contrast Template for files and folders.

Standards: ISTE 1b, 1d, 2d

Vocabulary	
File	an object on a computer that stores information.
Folder	a storage space where files and other folders can be kept and organized.
Drive	a storage device that can store files and folders.
Hard Drive	the main drive of a computer where files and folders are stored.



Weekly Question: How can we create different kinds of files for school assignments and for fun?

Suggested In-class Extension Activity: Break the class into groups. Assign each group one of the G Suite programs from the video/reading. Have them create a poster explaining what the program can do and present it to the class.

Standards: ISTE 1d, 6a

Vocabulary	
G Suite	a set of free apps created by Google for work and homework that you can use and save online.
Drive	a free online file storage program developed by Google.
Classroom	a free online program for schools offered by Google that lets teachers assign and grade assignments.
Docs	a free online word processor offered by Google.
Gmail	a free email service offered by Google.
Slides	a free online presentation program offered by Google.



Level 3 | Week 16 | Digital Literacy | Writing and Formatting a Document

Weekly Question: How can formatting help us with assignments and projects?

Suggested In-class Extension Activity: Use the Vocab Graphic Organizer Template with the

word "format".

Vocabulary	
Document	a computer file containing data entered by a user.
Word Processing	the use of computers, software, and printers to get data into printed form.
Text	the actual words of a written work.
Font	set of type or characters all of one style.
Alignment	the proper positioning of parts in relation to one another
Bold	thicker lettering
Italicize	slanted or tilted lettering
Font size	how large the characters displayed on a screen or printed on a page are.
Highlight	to cause (something, such as text or an icon) to be displayed in a way that stands out on an electronic screen.
Format	general plan of organization and arrangement.



Weekly Question: How can we create digital drawings?

Suggested In-class Extension Activity: In groups or pairs, students use Google Drawings to

design a drawing of a time they were very excited. It may be abstract or representational.

1. Ask them to use at least 5 of the techniques in the video/reading.

- 2. They can make it on the computer or just theoretically plan it.
- 3. Ask them to write out how it was or could be made in Google Drawings, step-by-step.

Vocabulary	
Digital	electronic and especially computerized technology.
Drop-down menu	a list of choices that appears on a computer screen when a button or word is clicked.
Highlight	to mark something in a different color.
Menu bar	a row of menu titles that, when clicked, show dropdown menus of other items or commands.
Toolbar	a strip of buttons with pictures on a computer display so you can do certain things quickly.



Weekly Question: How can we create a simple but effective presentation?

Suggested In-class Extension Activity:

1. Watch a short video of a kid giving a presentation (such as https://www.youtube.com/

watch?v=AUlehTS_ezQ or https://www.youtube.com/watch?v=66yaYmUNOx4).

2. Ask students to critique the presentation, highlighting the use of the slides vs. what they said and how they said it.

Vocabulary	
Software	a collection of data or computer instructions that tell the computer how to work.
Slide	a single page of a presentation.
Text box	a section of a page that allows a user to enter text.
Insert	to put something into something else.
Upload	to send information from a smaller computer to a larger computer or computer network.



Weekly Question: How can we create and use spreadsheets?

Suggested In-class Extension Activity: Use the Compare and Contrast Template for students to compare Google Sheets to one of the other programs they have learned about: Docs, Slides, or Drawings.

Vocabulary	
Cell	a unit in a table or spreadsheet.
Column	a group of printed or written items (such as numbers or words) shown one under the other down a page.
Row	a straight line of people or things that are next to each other.
Header	text placed at the beginning of a document or the top of a page.



Level 3 | Week 20 | Digital Literacy | What Is the Internet?

Weekly Question: What is the internet?

Suggested In-class Extension Activity: Use the Vocab Graphic Organizer Template with the

word "internet."

Vocabulary	
Network	two or more computers connected together.
Internet	a large network of connected computers around the world.
Online	done over the Internet.
World Wide Web	a way of sharing information on networks.
Website/web page	a page that is on the World Wide Web.



Weekly Question: How does the internet work?

Suggested In-class Extension Activity: Have students create a timeline of what happens chronologically when they use the internet, for example to search for information; Timeline Template 1; Timeline Template 2

Standards: ISTE 1c, 1d, 3a, 5d

Vocabulary		
Internet	the thousands of computer networks connected to the same big network.	
Data	the information that computers work with, such as pictures, numbers, letters, words, or sounds.	
Packet	a unit of data sent together over a network or the internet from one computer to another.	
Server	a computer that is connected directly to the Internet.	
ISP	Internet Service Provider (Ex: AT&T, Comcast, Spectrum, Verizon,?)	
Protocol	a rule	

Client	a computer that connects to servers.
НТТР	HyperText Transfer Protocol (the way that information is arranged and sent on the World Wide Web).



Level 3 | Week 22 | Digital Literacy | Sending an Email

Weekly Question: How can we use email responsibly?

Suggested In-class Extension Activity: Email Sorting Worksheet

Standards: ISTE 1a, 1d, 6a

Vocabulary		
letters and numbers that identify where to send an electronic message over the internet.		
a list where incoming email messages are stored.		
junk email, messages sent to a lot of people at once to try to sell something or harm people's computers.		
a summary of what an email is about.		
a response to the sender of an email.		
a computer file such as a document or image sent in an email.		
Carbon copy- other email addresses an email is sent to that can all see one another's email addresses.		

Reply all	a response to the sender of an email and all others who were sent the original email.
Draft	an email that hasn't been sent yet.
Forward	resending an email possibly to a different address, moving the email "forward".



Review:

- 1. What have we learned about computers and technology?
- 2. Ask students to reflect on what they have learned.
- 3. What surprised them the most?
- 4. What do they remember best?
- 5. How does their knowledge of technology now compare to their knowledge when they first

began the course?

6. Ask students to write quietly or share with a partner, then open up to a class discussion.

Standards: ISTE 1c, 2c

