MMES 4th Grade Technology Curriculum

QUARTER:	THEME:	TOPICS (OVERED:	VO(AB.	ASSESS.		STUDENT I CAN STATEMENTS:
first quarter	Digiłal Ciłizenship	 4.1 My Media Choices 4.2 Private and Personal Information 4.3 Our Online Tracks 4.4 Keeping Games Fun and Friendly 4.5 Super Digital Citizen 4.6 A Creator's Rights and Responsibilities 	Media Balance Digital Footprint Social Interaction Online Video Game Cyberbullying Digital Citizen Up stander Copyright License Plagiarism Intellectual Property	Grade 4 Pre-Test 4.1 Quiz 4.2 Quiz 4.3 Quiz 4.4 Quiz 4.5 Quiz 4.6 Quiz Grade 4 Post-Test	1d 2a 2b 2c 2d 3a 3b 3c 3d 4a 4b 5c 6d 5c 6d 7a 7b	 Id. I can name a file and save if to where I can find if later. 2a. I can explain how I know that digital content is permanent and cannot be deleted. 2b. I can explain the rules of being safe in a digital world. 2c. I can find citation information on web pages. 2d. I can understand the importance of not sharing private information online. 3a. I can explain terms in database systems like sort, order, field, and query. 3b. I can find the author of an article on a web page. 3c. I can collect and organize information I find online. 3d. I can build my knowledge by asking questions and seeking answers. 4a. I can take notes using any type of device. 4b. I can plan out a project using digital tools. 5c. I can identify the most important information in a problem. 6a. I can explain the copyright rules when using someone else's work as part of a new original work. 6c. I can create and maintain a digital portfolio or collection of works. 6d. I can create a presentation with consideration to Amy audience members. 7a. I can use a shared online workspace to communicate my ideas. 7b. I can consider other points of view when learning about a topic.
second quarter	Google Earth	Landform Scavenger Hunf Planning a Trip Google Tour Builder Small-Group Field Trips	Landform Latitude Longitude Search Navigate	Typing Test Small- Group Field Trip and Presentation	1a 1c 3c 4b 6a 7a 7c	 1a. I can reflect on a lesson and describe what I learned. 1c. I can learn how a technology tool works by exploring its features. 3c. I can make meaningful connections between resources I find. 4b. I can plan out a project using digital tools. 6a. I can use visual world and gaming tools in groups to work toward a common goal. 7a. I can use a shared online workspace to communicate my ideas. 7c. I can be responsible for completing my portion of group work.

QUARTER:	THEME:	topics (overed):	VOCAB.	ASSESS.		STUDENT I CAN STATEMENTS:
third quarter	Coding	8.1 Stacks and Queues: Engage 8.2 Stacks and Queues: Explore 9.1 Pair Programming: Engage 9.2 Pair Programming: Explore 10.1 Game Maker: Engage 10.1 Game Maker: Explore	Słacks Queues Programmer Gaming	Typing Tesł Tech Terms Pre-Tesł Creałe a Game Tech Terms Tesł	1a 1c 1d 3d 4a 4c 4d 5c 5d	 1a. I can tell whether or not a program worked the way I expected it to. 1c. I can ask questions when I'm not sure how a feature works. 1d. I can name a file and save it to where I can find it later. 3d. I can build my knowledge by asking question sand seeking answers. 4a. I can brainstorm using a technology tool. 4c. I can complete the steps of the design process within a project. 4d. I can stick with a problem until it is solved. 5c. I can identify the most important information in a problem. 5d. I can define and describe automation.
fourth quarter	Google Tools Collaboration	Sharing Google Tools Collaborating in: Google Docs Google Sheets Google Slides Group Project: Year in Review	Data Download Electronic Form Function Keys Graphics Troubleshooting Word Processor	Typing Test Tech Terms Pre-Test Group Project Tech Terms Test	1a 1b 1d 4b 6a 7c	 1a. I can choose the program I want to use to create or edit a project. 1b. I can work with other students on a document that needs input and ideas from our group. 1d. I can use basic computer shortcuts like copy and paste. 4b. I can plan outa project using digital tools. 6a. I can set up, share, and utilize collaborative documents. 7c. I can work with others toward a common goal.