

2nd Grade iExplore Lab Scope and Sequence: 2021-2022

Topics	Library Skills	Design Thinking Process	Keyboarding skills (Not a stand alone unit)	Digital Citizenship	Technology Exploration
<p>Learning Objectives</p>	<p>Students will identify cover, pages, spine, spine label, title, barcode, illustrations, index, glossary, table of contents, verso (copyright).</p> <p>Understand library organization – fiction (alphabetical order), non-fiction (numerical order), reference and signage.</p> <p>Begin to use the online catalog Destiny.</p> <p>Students will self-select fiction and non-fiction books to read for enjoyment, personal interest and enrichment.</p>	<p>Students will use a variety of resources within a design process to identify and solve problems by creating new, useful or imaginative solutions.</p>	<p>Students will use home row and correct finger placement on the keyboard to improve speed and accuracy.</p>	<p>Students will recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world.</p> <p>Students will act and model in ways that are safe, legal and ethical.</p>	<p>Students will understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.</p> <p>Students will be able to:</p> <ul style="list-style-type: none"> - log in to the district student account -find and navigate websites -send and receive emails -manage files in Google drive
<p>Academic Vocabulary</p>	<p>spine, title, cover, author, illustrator, barcode, shelf marker, bookmark, nonfiction, fiction, copyright, genre, publisher, digital, ebooks, keyword</p>	<p>brainstorm collaborate design thinking empathize define ideate prototype test blueprint</p>	<p>keyboard accuracy speed WPM: words per minute homerow</p>	<p>empathy cyberbullying password username keyword privacy</p>	<p>internet online website digital research coding loops algorithm sequence</p>

		<p>communication creativity critical thinking collaboration</p> <p>Engineering Design Process poster</p> <p>Design Thinking poster</p>			<p>programming debugging conditionals value</p>
<p>Lessons and Resources</p>	<p>Which Search? -Destiny search</p>	<p>Design Thinking Website</p> <p>Design Thinking Projects</p> <p>Design Thinking Ideas and lessons</p> <p>Design Thinking Challenge Sheet</p> <p>Task cards</p> <p>PBSkids Design Squad</p> <p>teachengineering.org- STEM Curriculum for K-12</p> <p>Books- If I Built a Car If I Built a School If I Built a House- blueprint</p> <p>STEM & iExplore book list</p>	<p>Typing.com</p> <p>Typing Club through Clever. Jungle Junior: Set up by going to Clever >Typing Club >Classes >Assignments >Assign Lesson Plan >Search for Jungle Junior</p> <p>Dance Mat Typing (scroll to Play Level 1)</p>	<p>CommonSense Media: updated Gr 2 Lessons</p> <p>Additional resources: ikeepSAFE Educators netsafeutah.org Internet Safety-Netsmartz</p>	<p>Coding Robotics 3D printing Site-based tech Bits and Bricks Kodable.com- a coding site for kids ScratchJr- *add Scratch Jr app to Chromebooks Introducing Scratch Jr. to Students Scratch Jr Resources</p> <p>Coding Facilitative Questions</p> <p>Email format and etiquette lessons</p>

		Facilitative Questions for Maker Activities			
Assessments	2nd Grade OYG test-optional	Primary 4Cs Rubric	Progress is tracked in the online programs.	Assessment *Exposure to online format*	
Suggested Standards		ISTE Standards	Arizona Computer Science Standards AZ Ed Tech Standards by grade level	ISTE Standards Arizona Computer Science Standards AZ Ed Tech Standards by grade level	Arizona Computer Science Standards ISTE Standards