

3rd 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
Learning Objectives	Students will learn how to search books in Destiny with specific information.	Students will use a variety of resources within a design process to identify and solve problems by creating new, useful or imaginative solutions.	Students will use home row and correct finger placement on the keyboard to improve speed and accuracy. Typing goals: 85% - 100% accuracy 15 WPM	Students will recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world. Students will act and model in ways that are safe, legal and ethical.	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.
Academic Vocabulary	spine title cover author illustrator barcode shelf marker keyword nonfiction fiction copyright genre publisher digital ebooks	brainstorm design thinking empathize define ideate prototype test blueprint communication creativity critical thinking collaboration Engineering Design Process poster Design Thinking poster	keyboard accuracy speed WPM: words per minute homerow	empathy cyberbullying password username keyword privacy	internet online website digital research coding loops algorithm sequence programming debugging conditionals value

<p>Lessons and Resources</p> <p><i>*Looking at the lessons you can modify them as needed to meet your timeframe.</i></p>	<p>Destiny Scavenger Hunt</p>	<p>Design Thinking Website</p> <p>Defined Learning projects by grade level</p> <p>Defined Learning Protocol</p> <p>Design Thinking Project Ideas</p> <p>Design Thinking Lessons</p> <p>PBSkids Design Squad</p> <p>STEM lessons & resources: Try Engineering</p> <p>teachengineering.org</p> <p>vivifystem.com/</p> <p>Maricopa Co STEM Resources</p> <p>nicerc.org</p> <p>STEM & iExplore book list</p> <p>Facilitative Questions for Maker Activities</p>	<p>Typingclub.com through Clever</p> <p>Typing.com</p>	<p>CommonSense Media: updated Gr 3 Lessons</p> <p>This is Me How does what I post online affect my identity?</p> <p>Power of Words What should you do when someone uses mean or hurtful language on the internet?</p> <p>Password Power Up How can a strong password help protect your privacy?</p> <p>Be Internet Awesome Curriculum Interland: Dig Cit Game</p> <p>ikeepsafe Educators Digital Passport for students- Digital citizenship games</p>	<p>Coding Scratch.mit.edu</p> <p>Code.org- grade level curriculum</p> <p>Coding Facilitative Questions</p> <p>Robotics 3D printing</p> <p>Site-specific technology</p> <p>Email format and etiquette lessons</p>
<p>Assessments</p>		<p>Students have a design thinking rubric and do self assessments as well</p>	<p>Progress is tracked in the online programs and assessments are within the program.</p>	<p>Interland curriculum has an assessment at the end of each lesson. Students</p>	

		as peer assessments during their lessons. iExplore Rubric		cannot move on until they pass the assessment.	
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