

**Department:** Technology

**Course Name:** Third Grade Technology

**Course Description:** The third-grade technology curriculum focuses on escalating students' comfort level with programs in the Google Suite while continuing to develop accurate keyboarding skills using Type to Learn and other web-based programs. Students will start using these skills to complete regular classroom assignments, producing work in a variety of formats. Students will also begin to learn and incorporate elements of design into many of their projects and comfortably save all work. Students make use of online resources for gathering information during the research process and develop and understand early rules for internet navigation, research, and copyright rules. Digital citizenship continues to be explored, particularly with the introduction of email. Coding in third grade includes projects that incorporate sequencing, looping, and debugging.

**Content:**

iPad care and usage

Advanced basic operations for various programs

Advanced computer terminology for components and actions

Email: formatting and etiquette

Keyboarding with speed and accuracy

Digital resources to communicate, collaborate, and create

Google Suite programs

Internet safety and precautions involving all forms of technology

Coding using online resources and programmable robots

**Skills:**

Act responsibly by demonstrating proper usage and care of iPads

Develop motor skills through improved keyboarding speed and accuracy

Draw/paint/create/listen using a variety of programs

Type proper heading on assignments before printing

Utilize formatting tools to customize assignments to meet varying criteria

Navigate developmentally appropriate websites

Identify digital citizenship rules and make responsible online choices.

Research topics, create projects and share using digital tools

Create and innovate while developing digital literacy and problem-solving skills

Work collaboratively to program and debug a variety of coding challenges

Signing into appropriate programs

**Text and Materials:**

Individual headsets

BrainpopJr.

G-mail

OnCampus

Seesaw

Nearpod

Google Drive, Docs

Publisher

Greenscreen

Common Sense Media

FBI Cybersurf Islands  
Type to Learn  
Code.org  
Blockly with Dash by Wonder  
Tinkercad with 3D Printer

**Methods of Instruction:**

Modeling  
Computer and web-based activities  
iPad activities  
Online videos and website presentations  
Class discussion  
Project based computer learning activities

**Methods of Evaluation:**

Class participation  
Class work  
Class projects  
Timed typing assessments

