

Pacing Guide For Computer Science and Design Thinking Curriculum

Grade 3-5

| <u>Topic</u> | <u>Marking Period</u> | <u>Number of Days</u> |
|--|---------------------------|-----------------------|
| Computing Systems | 3 | 1 |
| Networks and the Internet | 3 | 1 |
| Impacts of Computing | 3 | 1 |
| Data & Analysis | 3 woven throughout others | 3-4 |
| Algorithms & Programming | 3/4 | 6-8 |
| Engineering Design | 4 | 4 |
| Interaction of Technology and Human | 3,4 | 2 |
| Nature of Technology | 4 | 2 |
| Effects of Technology on the Natural World | 4 | 2 |
| Ethics & Culture | 1, 2, 3, 4 | 7 |

Alpha Public School
Computer Science and Design Thinking Curriculum Map

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| Grade: 3-5 |
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| Standard: 8.1.5 | Content Topic: Computing Systems |
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| Strand | Disciplinary Core Ideas / Essential Statement | Objective / Performance Expectation | Practice, Skills & Lesson |
|-------------------|--|--|--|
| <i>8.1.5.CS.1</i> | Computing devices may be connected to other devices to form a system as a way to extend their capabilities | Model how computing devices connect to other components to form a system | GCFLearnFree.org Code.org ~ What is the internet? |
| <i>8.1.5.CS.2</i> | Software and hardware work together as a system to accomplish tasks (e.g., sending, receiving, processing, and storing units of information) | Model how computer software and hardware work together as a system to accomplish tasks | GCFLearnFree.org (Hardware vs. Software) video Code.org ~ Hardware & software |
| <i>8.1.5.CS.3</i> | Shared features allow for common troubleshooting strategies that can be effective for many systems | Identify potential solutions for simple hardware and software problems using common troubleshooting strategies | Computing Systems lesson plan |

| Formative, Summative and Alternative Assessments | Benchmark Assessments | Core Instructional and Supplemental Materials (including various texts at each grade level) |
|--|---------------------------|--|
| questions | Troubleshooting scenarios | Sci Kids youtube video GCFLearn PBS learning media: Martha Speaks (Virtually Martha) |

| Technology | Crosscutting Concepts / Interdisciplinary Connections across grade levels and content areas (at least 1) / Intercultural Statements |
|--------------------|---|
| Code.org Videos | Science ELA |

Alpha Public School
Computer Science and Design Thinking Curriculum Map

| Differentiation (IEPs / 504s) | Differentiation (ELL) | Differentiation (G & T) |
|---|---|--|
| -Modify work as needed -teacher will read aloud questions -allow more time if needed, preferential seating | -Modify work as needed -teacher will read aloud questions -allow more time if needed, preferential seating -Provide challenge activities for enrichment | -Provide additional work as needed -Provide challenge activities for enrichment |

| 21st Century Education | Career Education |
|--|---|
| <p><u>THEMES:</u> Global Awareness Financial, Economic, Business and Entrepreneurial Literacy Civic Literacy Health Literacy</p> <p><u>SKILLS:</u> Creativity and Innovation Critical Thinking and Problem Solving Communication and Collaboration Information Literacy Media Literacy ICT Literacy Life and Career Skills</p> | <p>Career Ready Practices describe the career-ready skills that all educators in all content areas should seek to develop in their students. They are practices that have been linked to increase college, career, and life success. Career Ready Practices should be taught and reinforced in all career exploration and preparation programs with increasingly higher levels of complexity and expectation as a student advances through a program of study.</p> <p>CRP1. Act as a responsible and contributing citizen and employee. CRP2. Apply appropriate academic and technical skills. CRP3. Attend to personal health and financial well-being. CRP4. Communicate clearly and effectively and with reason. CRP5. Consider the environmental, social and economic impacts of decisions. CRP6. Demonstrate creativity and innovation. CRP7. Employ valid and reliable research strategies. CRP8. Utilize critical thinking to make sense of problems and persevere in solving them. CRP9. Model integrity, ethical leadership and effective management. CRP10. Plan education and career paths aligned to personal goals. CRP11. Use technology to enhance productivity. CRP12. Work productively in teams while using cultural global competence.</p> |

| | |
|------------------------|---|
| Standard: 8.1.5 | Content Topic: Networks and the Internet |
|------------------------|---|

| Strand | Disciplinary Core Ideas / Essential Statement | Objective / Performance Expectation | Practice, Skills & Lesson |
|------------|--|---|---|
| 8.1.5.NI.1 | Information needs a physical or wireless path to travel to be sent and received | Develop models that successfully transmit and receive information using both wired and wireless methods | Code.org ~ What is the internet? |
| 8.1.5.NI.1 | Distinguishing between public and private information is important for safe and secure online interactions. Information can be protected using various security measures (ie, physical and digital) | Describe physical and digital security measures for protecting sensitive personal information | Common Sense Media: Private & Personal Information Password lesson |

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| Formative, Summative and Alternative Assessments | Benchmark Assessments | Core Instructional and Supplemental Materials (including various texts at each grade level) |
|--|-------------------------------------|---|
| Question & Answer Venn diagram: Private vs Personal information Google Forms | Create a unique and strong password | Common Sense Education |

| Technology | Crosscutting Concepts / Interdisciplinary Connections across grade levels and content areas (at least 1) / Intercultural Statements |
|----------------|---|
| Youtube videos | Science ELA |

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|------------------------|--|
| Standard: 8.1.5 | Content Topic: Impacts of Computing |
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| Strand | Disciplinary Core Ideas / Essential Statement | Objective / Performance Expectation | Practice, Skills & Lesson |
|-------------------|---|---|--------------------------------------|
| 8.1.5.IC.1 | The development and modification of computing technology is driven by individual's needs and wants and can affect individuals differently | Identify computing technologies that have impacted how individuals live and work and describe the factors that influenced the change | Technology Time Line |
| 8.1.5.IC.2 | The development and modification of computing technology is driven by individual's needs and wants and can affect individuals differently | Identify possible ways to improve the accessibility and usability of computing technologies to address the diverse needs and wants of users | Technology Time Line |

| Formative, Summative and Alternative Assessments | Benchmark Assessments | Core Instructional and Supplemental Materials (including various texts at each grade level) |
|---|-----------------------|--|
| Question & Answer Chromebook Search: Identify Accessibility features | Technology Timeline | Code.org virtual field trips & careers Discovery Ed: tech benefits & harm |

| Technology | Crosscutting Concepts / Interdisciplinary Connections across grade levels and content areas (at least 1) / Intercultural Statements |
|--|---|
| Timeline Projects Research projects | ELA Science |

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| Standard: 8.1.5 | Content Topic: Data and Analysis |
|------------------------|---|

| Strand | Disciplinary Core Ideas / Essential Statement | Objective / Performance Expectation | Practice, Skills & Lesson |
|-------------------|--|--|--|
| 8.1.5.DA.1 | Data can be organized, displayed, and presented to highlight relationships | Collect, organize, and display data in order to highlight relationships or support a claim | Code.org: course F, lesson 16 Simulating Experiments Data collection sheet |
| 8.1.5.DA.2 | The type of data being stored affects the storage requirements | Compare the amount of storage space required for different types of data | Weather Tracking (adjust years to adjust storage) Rutger's University |
| 8.1.5.DA.3 | Individuals can select, organize, and transform data into different visual representations and communicate insights gained from the data | Organize and present collected data visually to communicate insights gained from different views of the data | Code.org: course F, lesson 16 Simulating Experiments Data collection sheet |
| 8.1.5.DA.4 | Individuals can select, organize, and transform data into different visual representations and communicate insights gained from the data | Organize and present climate change data visually to highlight relationships or support a claim | Weather Tracking (adjust years to adjust storage) Rutgers University |
| 8.1.5.DA.5 | Many factors influence the accuracy of inferences and predictions | Propose cause and effect relationships, predict outcomes, or communicate ideas using data | Weather Tracking (adjust years to adjust storage) Rutgers University |

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| Formative, Summative and Alternative Assessments | Benchmark Assessments | Core Instructional and Supplemental Materials (including various texts at each grade level) |
|--|--|---|
| Data collection sheets Q & A | Running Simulations Data Collection sheet & analysis | Code.org assorted lessons NJ State Climatologist: Rutgers University Vid Code |

| Technology | Crosscutting Concepts / Interdisciplinary Connections across grade levels and content areas (at least 1) / Intercultural Statements |
|---|---|
| Data collection Weather tracking Videos | ELA Science Math |

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|------------------------|--|
| Standard: 8.1.5 | Content Topic: Algorithms and Programming |
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| Strand | Disciplinary Core Ideas / Essential Statement | Objective / Performance Expectation | Practice, Skills & Lesson |
|-------------------|--|--|---|
| 8.1.5.AP.1 | Different algorithms can achieve the same result. Some algorithms are more appropriate for a specific use than others | Compare and refine multiple algorithms for the same task and determine which is the most appropriate | Code.org ~ Sprite Lab |
| 8.1.5.AP.2 | Programming language provides variables, which are used to store and modify data | Create programs that use clearly named variables to store and modify data | Code.org ~ Minecraft Hour of Code |
| 8.1.5.AP.3 | A variety of control structures are used to change the flow of program execution (e.g., sequences, events, loops, conditionals) | Create programs that include sequences, events, loops and conditionals | Various code.org activities Ozobots Dash & Dot robots |
| 8.1.5.AP.4 | Programs can be broken down into smaller parts to facilitate their design, implementation, and review. Programs can also be created by incorporating smaller portions of programs that already exist | Break down problems into smaller, manageable sub-problems to facilitate program development. | My Robotic Friend (unplugged activity) |
| 8.1.5.AP.5 | Programs can be broken down into smaller parts to facilitate their design, implementation, and review. Programs can also be created by incorporating smaller portions of programs that already exist | Modify, remix, or incorporate pieces of existing programs into one's own work to add additional features or create a new program | Dash & Dot robots Scratch programming |
| 8.1.5.AP.6 | Individuals develop programs using a iterative process involving design, implementation, testing and review | Develop programs using an iterative process, implement the program design, and test the program to ensure it works as intended. | Dash & Dot robots Scratch programming |

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|---|----------------------------|---|
| Q & A Vocabulary Code & record algorithm Peer assessment | Scratch: Animate your name | Code.org Scratch WonderWorkshop (Dash lessons) |

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|------------|---|
| Ozobots | Science Math |

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|------------------------|--|
| Standard: 8.2.5 | Content Topic: Engineering Design |
|------------------------|--|

| Strand | Disciplinary Core Ideas / Essential Statement | Objective / Performance Expectation | Practice, Skills & Lesson |
|-------------------|--|---|--|
| 8.2.5.ED.1 | Engineering design is a systematic and creative process of communicating and collaborating to meet a design challenge. Often, several design solutions exist, each better in some way than the others. | Explain the functions of a system and its subsystem | Transportation=roads, highways, lanes, cul du sacs, trains, buses, cars, traffic lights, street signs. |
| 8.2.5.ED.2 | Engineering design is a systematic and creative process of communicating and collaborating to meet a design challenge. Often, several design solutions exist, each better in some way than the others. | Collaborate with peers to collect information, brainstorm to solve a problem, and evaluate all possible solutions to provide the best results with supporting sketches or models. | 3rd Grade: Trash to Treasure Recycling Design 3D design with TinkerCAD |
| 8.2.5.ED.3 | Engineering design is a systematic and creative process of collaborating to meet a design challenge. Often, several design solutions exist, each better in some ways than others. | Follow step by step directions to assemble a product or solve a problem, using appropriate tools to accomplish this task. | My Robotic Friend Tangrams |
| 8.2.5.ED.4 | Engineering design requirements include desired features and limitations that need to be considered | Explain factors that influence the development and function of products and systems (e.g., resources, criteria, desired features, constraints) | Passport STEM - building activities |
| 8.2.5.ED.5 | Engineering design requirements include desired features and limitations that need to be considered | Describe how specifications and limitations impact the engineering design process | Passport STEM - building activities |
| 8.2.5.ED.6 | Engineering design requirements include desired features and limitations that need to be considered | Evaluate and test alternative solutions to a problem using the constraints and tradeoffs identified in the design process | Passport STEM - building activities |

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| Formative, Summative and Alternative Assessments | Benchmark Assessments | Core Instructional and Supplemental Materials (including various texts at each grade level) |
|--|---------------------------------|---|
| Q & A EDP journals STEM rubric | Trash to Treasure Advertisement | Passport STEM collection Code.org Crash Course videos |

| Technology | Crosscutting Concepts / Interdisciplinary Connections across grade levels and content areas (at least 1) / Intercultural Statements |
|-----------------------|---|
| Code.org TinkerCAD | Science, Ecology Social Studies |

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|------------------------|--|
| Standard: 8.2.5 | Content Topic: Interaction of Technology and Humans |
|------------------------|--|

| Strand | Disciplinary Core Ideas / Essential Statement | Objective / Performance Expectation | Practice, Skills & Lesson |
|--------------------|---|---|--|
| 8.2.5.ITH.1 | Societal needs and wants determine which new tools are developed to address real-world problems | Explain how societal needs and wants influence the development and function of a product and a system | Bloxels game design 3rd Grade: Trash to Treasure Recycling Design |
| 8.2.5.ITH.2 | A new tool may have favorable or unfavorable results as well as both positive and negative effects on society. Technology spurs new business and careers | Evaluate how well a new tool has met its intended purpose and identify any shortcomings it may have | Playground Design for Disabilities |
| 8.2.5.ITH.3 | A new tool may have favorable or unfavorable results as well as both positive and negative effects on society. Technology spurs new business and careers | Analyze the effectiveness of a new product or system and identify the positive and / or negative consequences resulting from its use. | Telephone vs Cell Phone |
| 8.2.5.ITH.4 | A new tool may have favorable or unfavorable results as well as both positive and negative effects on society. Technology spurs new business and careers | Describe a technology / tool that has made the way people live easier or has led to a new business or career | ScienceBuddies.org: Career Bingo |

| Formative, Summative and Alternative Assessments | Benchmark Assessments | Core Instructional and Supplemental Materials (including various texts at each grade level) |
|---|--|--|
| Venn Diagrams EDP journals | Game design Playground diagram & reflection | Science Buddies Bloxels |

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| Technology | Crosscutting Concepts / Interdisciplinary Connections across grade levels and content areas (at least 1) / Intercultural Statements |
|------------|---|
| Bloxels | Science |

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| Standard: 8.2.5.NT.1 | Content Topic: Nature of Technology |
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| Strand | Disciplinary Core Ideas / Essential Statement | Objective / Performance Expectation | Practice, Skills & Lesson |
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| 8.2.5.NT.1 | Technology innovation and improvement may be influenced by a variety of factors. Engineers create and modify technologies to meet people’s needs and wants; scientists ask question about the natural world | Troubleshoot a product that has stopped working and brainstorm ideas to correct the problem | Toy Take Apart |

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| 8.2.5.NT.2 | Technology innovation and improvement may be influenced by a variety of factors. Engineers create and modify technologies to meet people’s needs and wants; scientists ask question about the natural world | Identify new technologies resulting from the demands, values, and interests of individuals, businesses, industries, and societies | <i>Sophia Valdez Future Prez</i> Read Aloud, then Playground Design for Disabilities |
| 8.2.5.NT.3 | Technology innovation and improvement may be influenced by a variety of factors. Engineers create and modify technologies to meet people’s needs and wants; scientists ask question about the natural world | Redesign an existing product for a different purpose in a collaborative team | Playground Design for Disabilities |
| 8.2.5.NT.4 | Technology innovation and improvement may be influenced by a variety of factors. Engineers create and modify technologies to meet people’s needs and wants; scientists ask question about the natural world | Identify how improvement in the understanding of materials science impacts technologies | 3rd Grade: Trash to Treasure Recycling Design |

| Formative, Summative and Alternative Assessments | Benchmark Assessments | Core Instructional and Supplemental Materials (including various texts at each grade level) |
|--|---|--|
| EDP journals Q & A | Playground design & reflection Recycling advertisement | <i>Sophia Valdez Future Prez</i> by Andrea Beaty Trash to treasure Slides |

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| Toytheater.com Scratch | ELA Science |

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| Standard: 8.2.5. | Content Topic: Effects of Technology on the Natural World |
|-------------------------|--|

| Strand | Disciplinary Core Ideas / Essential Statement | Objective / Performance Expectation | Practice, Skills & Lesson |
|--------------------|---|--|---|
| 8.2.5.ETW.1 | The technology developed for the human designed world can have unintended consequences for the environment. Technology must be continually developed and made more efficient to reduce the need for non-renewable resources | Describe how resources such as material, energy, information, time, tools, people and capital are used in products or systems. | <i>Sophia Valdez Future Prez</i> Read Aloud, then Playground Design for Disabilities Every Drop Counts |
| 8.2.5.ETW.2 | The technology developed for the human designed world can have unintended consequences for the environment. Technology must be continually developed and made more efficient to reduce the need for non-renewable resources | Describe ways that various technologies are used to reduce improper use of resources | 3rd Grade: Trash to Treasure Recycling Design |
| 8.2.5.ETW.3 | The technology developed for the human designed world can have unintended consequences for the environment. Technology must be continually developed and made more efficient to reduce the need for non-renewable resources | Explain why human-designed systems, products, and environments need to be constantly monitored, maintained and improved | Earth Day: flip book Every Drop Counts |

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| 8.2.5.ETW.4 | the technology developed for the human designed world can have unintended consequences for the environment. Technology must be continually developed and made more efficient to reduce the need for non-renewable resources | Explain the impact that resources, such as energy and materials used to develop technology, have on the environment | Earth Day: flip book |
| 8.2.5.ETW.5 | the technology developed for the human designed world can have unintended consequences for the environment. Technology must be continually developed and made more efficient to reduce the need for non-renewable resources | Identify the impact of a specific technology on the environment and determine what can be done to increase positive effects and to reduce any negative effects, such as climate change | 3rd Grade: Trash to Treasure Recycling Design |

| Formative, Summative and Alternative Assessments | Benchmark Assessments | Core Instructional and Supplemental Materials (including various texts at each grade level) |
|--|---|---|
| EDP journal Q & A | Trash to treasure advertisement Final playground design & reflection | UN Global Goals-lessons Every Drop Counts Trash to Treasure Slides |

| Technology | Crosscutting Concepts / Interdisciplinary Connections across grade levels and content areas (at least 1) / Intercultural Statements |
|----------------------|---|
| Flippird / Flip book | Science |

| Differentiation (IEPs / 504s) | Differentiation (ELL) | Differentiation (G & T) |
|--|--|--|
| -Modify work as needed -teacher will read aloud questions -allow more time if needed, preferential seating | -Modify work as needed -teacher will read aloud questions -allow more time if needed, preferential seating -Provide challenge activities for enrichment | -Provide additional work as needed -Provide challenge activities for enrichment |

Alpha Public School
Computer Science and Design Thinking Curriculum Map

| 21st Century Education | Career Education |
|--|---|
| <p><u>THEMES:</u> Global Awareness Financial, Economic, Business and Entrepreneurial Literacy Civic Literacy Health Literacy</p> <p><u>SKILLS:</u> Creativity and Innovation Critical Thinking and Problem Solving Communication and Collaboration Information Literacy Media Literacy ICT Literacy Life and Career Skills</p> | <p>Career Ready Practices describe the career-ready skills that all educators in all content areas should seek to develop in their students. They are practices that have been linked to increase college, career, and life success. Career Ready Practices should be taught and reinforced in all career exploration and preparation programs with increasingly higher levels of complexity and expectation as a student advances through a program of study.</p> <p>CRP1. Act as a responsible and contributing citizen and employee. CRP2. Apply appropriate academic and technical skills. CRP3. Attend to personal health and financial well-being. CRP4. Communicate clearly and effectively and with reason. CRP5. Consider the environmental, social and economic impacts of decisions. CRP6. Demonstrate creativity and innovation. CRP7. Employ valid and reliable research strategies. CRP8. Utilize critical thinking to make sense of problems and persevere in solving them. CRP9. Model integrity, ethical leadership and effective management. CRP10. Plan education and career paths aligned to personal goals. CRP11. Use technology to enhance productivity. CRP12. Work productively in teams while using cultural global competence.</p> |

| | |
|------------------------|--|
| Standard: 8.2.5 | Content Topic: Ethics and Culture |
|------------------------|--|

| Strand | Disciplinary Core Ideas / Essential Statement | Objective / Performance Expectation | Practice, Skills & Lesson |
|-------------------|---|---|--|
| 8.2.5.EC.1 | Technological choices and opportunities vary due to factors such as differences in economic resources, location and cultural values | Analyze how technology has contributed to or reduced inequities in local and global communities and determine its short and long term effects | Will Robots Take Away Jobs? One Plastic Bag |

| Formative, Summative and Alternative Assessments | Benchmark Assessments | Core Instructional and Supplemental Materials (including various texts at each grade level) |
|--|--|---|
| Q & A Discussion | Plastic Possibilities : create something from a plastic bag. | One Plastic Bag eBook: <i>How to Train Your Robot</i> |

| Technology | Crosscutting Concepts / Interdisciplinary Connections across grade levels and content areas (at least 1) / Intercultural Statements |
|------------------------------|---|
| Youtube video Chromebooks | Science Social Studies ELA |

Alpha Public School
Computer Science and Design Thinking Curriculum Map

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|---|---|--|
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| 21st Century Education | Career Education |
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