STEM		GRADE 1	GRADE 2	GRADE 3	GRADE 4	GRADE 5			
August 25 - September 6 (2 weeks)	Login and Set Up and Typing	Login and Set Up and Typing	Login and Set Up and Typing	Login and Set Up and Typing	Login and Set Up and Typing	Login and Set Up and Typing			
September 8 - October 2 (4 weeks)	Knowledgable Digital Citizens	- Students will understand and demonstrate basic digital citizenship skills by identifying safe online behavior and showing respect for others' ideas and work during collaborative projects. - Students will understand that the way they use technology — like sharing pictures, choosing words, or playing games — can help people feel safe and happy, and will practice making kind and careful choices. ATL - Communication Skills	- Students will understand and demonstrate basic digital citizenship skills by identifying safe online behavior and showing respect for others' ideas and work during collaborative projects. ATL- Research Skills	- Students will demonstrate responsible digital citizenship by appropriately using shared online documents, following class guidelines, and respecting the contributions of others. -Students will contribute to a shared online document by adding relevant information, images, or ideas that support the group project, and they will provide constructive feedback on classmates' contributions. ATL - Social Skills	- Students will identify what copyright means and explain why it is important to respect the ownership of creative work when using online resources. -Students will use a consistent citation format to give credit to at least two sources they used in a project. ATL - Research Skills	-Students will identify and explain key practices of being a responsible digital citizen, including online safety, respectful communication, and ethical use of digital content. -Students will apply design principles (e.g., balance, contrast, and clarity) to create a poster that effectively communicates their ideas about digital citizenship. ATL - Communication Skills			18
October 20th - December 19th (7 weeks)	Computational Thinkers (coding)	CodeSpark Level 1 Students will be able to create sequential algorithms to solve simple problems within the CodeSpark environment. Students will be able to identify and correct errors (debug) in their code to achieve a desired outcome.	CodeSpark Level 2	CodeSpark Level 3	Codementum Level 1 Students will be able to effectively use loops and conditional statements in both block-based and Python environments to create programs that solve specific problems. Students will be able to identify and correct errors (debug) in their code to achieve a desired outcome.	Codementum Level 2			
December 8 - December 19 (2 weeks)	Typing and makeup	Typing and makeup	Typing and makeup	Typing and makeup	Typing and makeup	Typing and makeup			
January 13th - 26th February(7 weeks)	Innovative Designers (design/art)	-Students will successfully log in to a computer or device and use a mouse to navigate and interact with digital tools. -Students will use a digital art program to create an original piece of digital artwork, incorporating at least two different tools (e.g., paintbrush and shapes) to express their creativity. ATL - Thinking Skills	- Students will demonstrate understanding of basic map skills by creating a simple city layout, including a legend and key map elements (e.g., roads, buildings, parks). -Students will use their knowledge of 3D shapes to design and build at least three different types of structures for their city (e.g., a rectangular prism for a skyscraper or a cylinder for a water tower). ATL Skill - Thinking Skills	-Students will work collaboratively in small groups, sharing ideas, dividing tasks, and supporting each other to build and program their LEGO model. -Students will use the LEGO Spike Essentials software to create a program that enables their model to perform a task, such as moving, lighting up, or responding to input. ATL - Thinking Skills	-Students will demonstrate their understanding of 3D design principles by creating original, functional, and aesthetically pleasing digital models using Makers Empire. -Students will apply computational thinking skills to break down complex problems into smaller steps and use iterative design to refine their 3D models. ATL - Thinking Skills	-Students will demonstrate their understanding of 3D design principles by creating original, functional, and aesthetically pleasing digital models using Makers Empire and Tinkercad. -Students will compare and contrast the features and capabilities of Makers Empire and Tinkercad, evaluating the strengths and weaknesses of each tool for specific design tasks. ATL - Thinking Skills			
March 2nd - March 27th (4 weeks)	Knowledge Constructors	Lego Wedo Robotics Level 1 Students will build a LEGO WeDo 2.0 model and change its code to make it move in different ways. Students will use LEGO WeDo 2.0 to build a model that solves a simple problem or shows an idea.	Lego Wedo Robotics Level 2 Students will build a LEGO WeDo 2.0 model and change its code to make it move in different ways. Students will use LEGO WeDo 2.0 to build a model that solves a simple problem or shows an idea.	Circuits Students will accurately use vocabulary related to simple circuits (battery, wire, bulb, conductor, insulator, closed circuit, open circuit) to explain how circuit works. Students will design and build a functional simple circuit, both physically and virtually, to achieve a specific outcome (e.g., light a bulb,	Microbit Level 1 Students will explain how a micro:bit uses a computer chip and circuits to process instructions and control outputs (like LEDs or sounds) using correct terminology. Students will design and program a micro:bit project that solves a simple problem or creates a interactive device, demonstrating	Digital Storytelling Students will use a variety of digital media (images, text, audio, video) to create a digital story that effectively communicates a specific message or idea to an intended audience. Students will be able to present information and ideas clearly and effectively, using appropriate language and considering their audience when sharing digital stories.			
April 13th - May 22 (7 weeks)	Creative Communicators (storytelling)	Students will use coding blocks to create a short digital scene where a character performs at least two sequential actions (e.g., the character moves and then says something). They will select a background and a character for their scene. Students will share their digital creation with a partner or small group and use their own words to describe what is happening in their scene.	Students will use coding blocks to create a short digital scene where a character performs at least two sequential actions (e.g., the character moves and then says something). They will select a background and a character for their scene. Students will share their digital creation with a partner or small group and use their own words to describe what is happening in their scene.	Students will use coding blocks to create a short digital scene where a character performs at least two sequential actions (e.g., the character moves and then says something). They will select a background and a character for their scene. Students will share their digital creation with a partner or small group and use their own words to describe what is happening in their scene.	Students create original works or responsibly repurpose or remix digital resources into new creations. Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models, or simulations.	Students create original works or responsibly repurpose or remix digital resources into new creations. Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models, or simulations.			
May 26 - June 26 (6 weeks)	Global Collaborators - Shared Map Activity - Map Skills	Students will be introduced to the concept of home row keys and will begin practicing correct finger placement on a keyboard. Students will learn to use the space bar and enter key to navigate and organize their typing on the screen.	Students will learn to locate and type all the letters of the alphabet, starting to build muscle memory for key locations. Students will be introduced to the shift key and learn how to use it for capitalization.	Students will explore the number row and basic punctuation keys, expanding their typing skills beyond just letters. Students will begin to focus on typing with a smoother flow, working on increasing their typing speed just a little bit at a time.	Students will practice touch typing, focusing on keeping their eyes on the screen instead of the keyboard. Students will use their keyboarding skills to type short paragraphs, starting to connect typing proficiency with writing tasks.	Students will be introduced to more advanced keys and symbols, building a more comprehensive typing skill set. Students will practice typing for longer periods, preparing them to type multi-paragraph assignments with greater ease.			
June 29 - July 10 (2 weeks)	Typing and makeup	Typing and makeup	Typing and makeup	Typing and makeup	Typing and makeup	Typing and makeup			