

Learning.com EasyTech Curriculum Map - 1st Grade

2022-2023

This curriculum sequence provides skills that students need to be successful digital learners in a learning path that supports student driven and asynchronous learning experiences.

This curriculum map provides a suggested order of assignments and timing for utilizing the EasyTech curriculum as part of an asynchronous or student-driven learning experience. It has been designed to prepare students with foundational and scaffolded knowledge and skills throughout the digital literacy skill content area units. Instruction, practice, and assessment curriculum materials are available to meet the varying instructional needs of independent learners.

- Foundational keyboarding curriculum is included for all grade levels and the Adaptive Keyboarding experience begins in 3rd grade.
- CIPA compliant curriculum materials are marked with an * and can be found at every grade level.
- Pre and Post Skills Checks have been included for grades 3-8 and may be used to identify areas for further instruction and growth.

Note: It is recommended that keyboarding should be practiced throughout the year for 15-30 minutes at least twice per week to help students build their skills through technique, accuracy, and speed. To assist students in meeting this goal, Adaptive Keyboarding can be found on the student map and in the Arcade.

Note: This implementation can be led by a paraprofessional who doesn't have the ability to grade assignments. Learning.com has prepared this unique curriculum map for students to learn their technology skills focusing solely on assignments that are self-directed and self-scoring.

LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)	
+++++ Quarter 1 +++++							
* CIPA Required topic							
1	Online Safety & Digital Citizenship	* Introduction to Digital Citizenship: Cyberbullying	This colorful and engaging video introduces students to the basics of dealing with cyberbullying on the internet.	Instruction	Independent	5	
2	Online Safety & Digital Citizenship	* Introduction to Online Safety: Protecting Your Privacy	This engaging video-based learning object provides the learner with foundational knowledge about the importance of protecting their personal information. The learner will understand that they shouldn't share any personal information online or agree to meet anyone they don't know and trust; and they should always log off or lock their device to protect their personal information.	Instruction	Independent	4	
3	IT Fundamentals	Introduction to Computer Fundamentals	In this engaging animated video, Ollie the Owl gives an overview of the importance of staying safe online and logging out of the computer to protect your information.	Instruction	Independent	3	
4	IT Fundamentals	Computer Fundamentals: Intro to Pointer Devices	In this engaging and interactive digital lesson, the learners receive direct instruction and practice using a mouse and a trackpad to select objects.	Instruction and Practice	Independent	5	
5	IT Fundamentals	Computer Fundamentals: Pointers and Making Choices	In this engaging and interactive digital lesson, the learners receive direct instruction and practice choosing which items to select with their pointer device.	Instruction and Practice	Independent	5	
6	IT Fundamentals	Computer Fundamentals: Selecting Multiple Objects	In this engaging and interactive digital lesson, the learners receive direct instruction and practice using a mouse and a trackpad to select multiple objects at the same time.	Instruction and Practice	Independent	10	
7	IT Fundamentals	Critter Catch	In this interactive game, the learner practices hand-eye coordination using a mouse or trackpad to move the on screen pointer and the button or tap feature to catch bugs.	Practice	Independent	2	
8	IT Fundamentals	Computer Fundamentals: Using a Pointer Device to Move Objects	In this engaging and interactive digital lesson, the learners receive direct instruction and practice selecting, unselecting, and moving objects.	Instruction and Practice	Independent	10	
9	IT Fundamentals	Computer Fundamentals: Using a Pointer Device to Double-Click	In this engaging and interactive digital lesson, the learners receive direct instruction and practice using a mouse to select, drag, and double-click as they select items using the pointer and mouse button, move objects on the screen, and double-click to open objects.	Instruction and Practice	Whole Group	3	
10	IT Fundamentals	Computer Fundamentals: Access Websites and Scroll	In this engaging and interactive digital lesson, learners receive direct instruction and practice opening a hyperlink and using scroll bars.	Instruction	Whole Group	3	
						Minutes in Unit	50

LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)	
* CIPA Required topic							
11	Online Safety & Digital Citizenship	*Digital Citizenship: The Grand Keyboard - Level 1	In this engaging animated video, Ollie teaches Rocki the value of a safe password.	Instruction	Independent	3	
12	Online Safety & Digital Citizenship	*Digital Citizenship: Vocabulary Interactive Practice - Level 1	In this interactive learning experience, students improve their knowledge of the vocabulary terms and definitions associated with digital citizenship and passwords.	Practice	Independent	10	
13	Online Safety & Digital Citizenship	*Digital Citizenship: Safe and Secret Passwords - Level 1	In this interactive learning experience, students improve their knowledge of digital citizenship and passwords.	Practice	Independent	3	
+++++ Quarter 2 +++++							
14	Online Safety & Digital Citizenship	*Cyberbullying: Rocki's Profile Prank - Level 1	In this engaging animated video, Rocki learns how to handle cyberbullying and be kind online.	Instruction	Independent	3	
15	Online Safety & Digital Citizenship	*Cyberbullying: Vocabulary Interactive Practice - Level 1	In this interactive learning experience, students improve their knowledge of vocabulary terms and definitions related to cyberbullying.	Practice	Independent	10	
16	Online Safety & Digital Citizenship	*Cyberbullying: Think Before You Prank - Level 1	In this interactive learning experience, students improve their knowledge of cyberbullying.	Practice	Independent	3	
17	Online Safety & Digital Citizenship	*Cyberbullying: Report a Cyberbully - Level 1	In this interactive learning experience, students improve their knowledge of cyberbullying.	Practice	Independent	3	
						Minutes in Unit	35

LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)
18	IT Fundamentals	IT Fundamentals: An Icon-ic Concert Part 1	In this engaging animated video, the Tech Grove friends prepare for a concert by discovering the purpose of technology icons. The seven different icons covered in this lesson are: power icon, plus and minus icons, home icon, close or exit icon, and left and right arrow icons.	Instruction	Independent	4
19	IT Fundamentals	IT Fundamentals: An Icon-ic Concert Part 2	In this engaging animated video, the Tech Grove friends prepare for a concert by discovering the purpose of technology icons. The seven different icons covered in this lesson are: power icon, plus and minus icons, home icon, close or exit icon, and left and right arrow icons.	Instruction	Independent	3
20	IT Fundamentals	IT Fundamentals: An Icon-ic Practice	The learners receive direct instruction and practice identifying technology icons.	Practice	Independent	15
21	IT Fundamentals	Computer Fundamentals: Processors, Input and Output Devices	The learners receive direct instruction and practice identifying and caring for basic computer components such as the processor, keyboard, mouse, monitor, speakers, printer, and to classify the component as either an input or output device in this engaging and interactive digital lesson.	Instruction and Practice	Independent	9

22	IT Fundamentals	Computer Fundamentals: Data Storage	During this engaging and interactive digital lesson, the learners receive direct instruction and practice with data storage devices, accessing stored data, and using and taking care of compact discs, DVDs, flash drives, and computer drives.	Instruction and Practice	Independent	7	
						Minutes in Unit	38
LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)	
+++++ Quarter 3 +++++							
23	Online Safety & Digital Citizenship	How Technology Makes You Feel - Student Video (Common Sense Education)	Why is it important to listen to your feelings when using technology? This foundational digital citizenship lesson challenges kids to pay attention to their feelings while using tech. With an engaging emoji game, students learn practical strategies for managing their feelings -- good, bad, and everything in between. Note: Complete lesson plan & resources available.	Instruction	Independent	1	
24	Keyboarding	Keyboarding: Locate and Type Letters A, B, C, D, and E	During this engaging and interactive digital lesson, the learners receive direct instruction and practice in keyboarding the letters A, B, C, D, and E as they locate and type the letters, recognize the letter sounds, and learn the relationship between the letters on the keyboard and on the screen.	Instruction and Practice	Independent	7	
25	Keyboarding	Keyboarding: Locate and Type Letters F, G, H, I, and J	The learners receive direct instruction and practice in keyboarding the letters F, G, H, I, and J as they locate and type the letters, recognize the letter sounds, and learn the relationship between the letters on the keyboard and on the screen in this engaging and interactive digital lesson.	Instruction and Practice	Independent	7	
26	Keyboarding	Keyboarding: Locate and Type Letters K, L, M, N, and O	In this engaging and interactive digital lesson, the learners receive direct instruction and practice in keyboarding the letters K, L, M, N, and O as they locate and type the letters, recognize the letter sounds, and learn the relationship between the letters on the keyboard and on the screen.	Instruction and Practice	Independent	6	
27	Keyboarding	Keyboarding: Locate and Type Letters P, Q, R, S, and T	The learners receive direct instruction and practice in keyboarding the letters P, Q, R, S, and T as they locate and type the letters, recognize the letter sounds, and learn the relationship between the letters on the keyboard and on the screen during this engaging and interactive digital lesson.	Instruction and Practice	Independent	6	
28	Keyboarding	Keyboarding: Locate and Type Letters U, V, W, X, Y, and Z	In this engaging and interactive digital lesson, the learners receive direct instruction and practice in keyboarding the letters U, V, W, X, Y, and Z as they locate and type the letters, recognize the letter sounds, and learn the relationship between the letters on the keyboard and on the screen.	Instruction and Practice	Independent	10	
29	Keyboarding	Keyboarding: Locate and Type Numbers	The learners receive direct instruction and practice in keyboarding numbers 0 through 9 as they locate and type numbers, learn the relationship between the numbers on the keyboard and the screen, strengthen counting skills, and reinforce basic shape recognition in this engaging and interactive digital lesson.	Instruction and Practice	Independent	10	
30	Keyboarding	Keyboarding: Cursor, Spacebar, Backspace, Enter, and Words	Learners receive direct instruction and practice keyboarding to type words as they use the cursor, type letter combinations to form words, the spacebar to add spaces between words, the backspace key to delete mistakes, and the enter or return key to create new lines in this engaging and interactive digital lesson.	Instruction and Practice	Independent	10	
31	Keyboarding	Keyboarding: Cursor, Arrows, and Tabs	This engaging and interactive digital lesson provides direct instruction and practice in the areas of using the cursor, arrows, and tabs.	Instruction and Practice	Independent	9	
32	Keyboarding	Keyboarding: Shift Key for Capitals and Symbols	This engaging and interactive digital lesson provides direct instruction and practice in the areas of keying letters to form words, and using the shift key to make capital letters, symbols, and punctuation including exclamation point and question mark.	Instruction and Practice	Independent	10	
						Minutes in Unit	76
LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)	
+++++ Quarter 4 +++++							
* CIPA Required topic							
33	Online Safety & Digital Citizenship	*Pause & Think Online - Student Video (Common Sense Education)	How can we be safe, responsible, and respectful online? From our head down to our toes, and our feet up to our nose, the Digital Citizens teach students how to be safe, responsible, and respectful online. Note: Complete lesson plan & resources available.	Instruction	Independent	2	
34	Multimedia	Multimedia: Drawing Lines and Shapes to Tell a Story	The learners will receive direct instruction and practice with drawing software in this engaging and interactive digital lesson. They will use the mouse to select, drag and drop objects, use the pencil, brush, and airbrush tools to draw a picture, and use the color palette to combine colors.	Instruction and Practice	Independent	9	
35	Multimedia	Multimedia: Drawing and Filling Shapes Using Graphics Tools	In this engaging and interactive digital lesson, the learners will receive direct instruction and practice with graphics tools. They will use the mouse to select, drag and drop objects, draw shapes, fill using the color palette, magnify drawings, and add text to drawings using tools in the tool box.	Instruction and Practice	Independent	12	
36	Multimedia	Visual Mapping: Groups and Labels	The learners will represent thoughts and organized ideas through the use of clip art, text, labeled objects and the link tool in visual mapping software as they receive direct instruction and practice in this engaging and interactive digital lesson.	Instruction and Practice	Independent	12	
37	Multimedia	Visual Mapping: Attributes and Linking	During this engaging and interactive digital lesson, the learners will receive direct instruction and practice with visual mapping software as they enhance text using bold, italics, and underlining, modify arrow attributes and adjust elements of style, color, and size for the background and clip art.	Instruction and Practice	Independent	12	
						Minutes in Unit	47
LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)	
* CIPA Required topic							
38	Online Safety & Digital Citizenship	*Internet Traffic Light - Student Video (Common Sense Education)	How do you stay safe when visiting a website or app? Staying safe online is a lot like staying safe in the real world. Using a fun traffic light activity, students learn how to identify "just right" content, giving them the green light to learn, play, and explore the internet safely. Note: Complete lesson plan & resources available.	Instruction	Independent	1	
39	Business Applications	Word Processing: Basic Document Creation	Learners will receive direct instruction and practice in the area of basic word processing skills. The learners will gain knowledge about how to input text, move the cursor, add spaces, erase typed information, and save and print documents during this engaging and interactive digital lesson.	Instruction and Practice	Independent	12	

40	Business Applications	Word Processing: Formatting Text	In this engaging and interactive digital lesson, the learners will receive direct instruction and practice formatting text in word processing documents using the bold, underline, italic, and font size features, opening documents and using the select, cut, copy, and paste features.	Instruction and Practice	Independent	15	
						Minutes in Unit	28
LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)	
41	Computer Science	Computational Thinking: Patterns	The learners receive direct instruction and practice recognizing and analyzing simple patterns to predict what comes next or what is missing from the pattern. They will be introduced to computational thinking and how computers use programs and software to analyze patterns and solve problems in this engaging and interactive digital lesson.	Instruction and Practice	Independent	15	
42	Computer Science	Computational Thinking: Directions	The learners receive direct instruction and practice with computational thinking and using directions as a list of ordered steps that explain how to accomplish a task, achieve a goal, or solve a problem. They collect and organize information to create a set of directions that they test for accuracy and completeness in this engaging and interactive digital lesson.	Instruction and Practice	Independent	15	
						Minutes in Unit	30
LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)	
43	Computer Science	Databases: Classifying Data	In this engaging and interactive digital lesson, the learners will receive direct instruction and practice classifying data as they identify, gather, and organize data in a table by cells, rows, and columns.	Instruction and Practice	Independent	8	
						Minutes in Unit	8
						Total minutes in all units	312