

Learning.com EasyTech Curriculum Map - 3rd Grade

2022-2023

This curriculum sequence provides essential 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	Online Safety & Digital Citizenship: Skills Check - Level 3 (Pre)	Online Safety & Digital Citizenship Skills Check - Level 3 (Pre) evaluates 3rd grade concepts for safe, ethical online practices. It assesses the learner's knowledge and skills about proper online behavior, dealing with and preventing cyberbullying, and demonstrating strategies for safe and open communication.	Assessment	Independent	15
2	Online Safety & Digital Citizenship	3-5 Online Safety & Digital Citizenship Introduction Video	This engaging unit introduction video introduces students to what they will be learning about during the Online Safety and Digital Citizenship unit.	Instruction	Independent	3
3	Online Safety & Digital Citizenship	*Cyberbullying: Vocabulary Introduction - Level 3	This animated video introduces students to the vocabulary terms and definitions related to cyberbullying.	Instruction	Independent	2
4	Online Safety & Digital Citizenship	*Cyberbullying: Vocabulary Practice - Level 3	In this interactive learning experience, students improve their knowledge of cyberbullying vocabulary terms and definitions.	Practice	Independent	15
5	Online Safety & Digital Citizenship	* Cyberbullying: A Sticky Situation Part 1 - Level 3	In this engaging animated video, part 1 of a 2-part story, Sal shares a story about an experience he had while playing an online game and realizes he's been bullied.	Instruction	Independent	5
6	Online Safety & Digital Citizenship	*Cyberbullying: Sort Out Your Feelings Practice - Level 3	In this interactive practice, students will identify the emotions associated with being cyberbullied and reflect on how they would feel as well.	Practice	Independent	5
7	Online Safety & Digital Citizenship	* Cyberbullying: A Sticky Situation Part 2 - Level 3	In this engaging animated video, part 2 of a 2-part story, Sal realizes that he has experienced cyberbullying. Through a conversation with friends, Sal and the audience learn how to identify, prevent, and address cyberbullying.	Instruction	Independent	5
8	Online Safety & Digital Citizenship	*Cyberbullying: Recipes for Dealing with Cyberbullying Practice - Level 3	In this interactive practice, students will identify how to create safe online profiles and what to do in the event of being cyberbullied.	Practice	Independent	5
9	Online Safety & Digital Citizenship	*Cyberbullying: Understanding and Dealing with Cyberbullying PSA - Level 3	In this two-part activity students will use what was learned in the 3rd Grade Cyberbullying module to show knowledge of what cyberbullying is and how to use the 3 Ss to prevent cyberbullying. Students will be able to select their final project to best represent their knowledge of cyberbullying.	Application	Independent	40
10	Online Safety & Digital Citizenship	*Digital Citizenship: Vocabulary Introduction - Level 3	This animated video introduces students to the vocabulary terms and definitions related to Digital Citizenship.	Instruction	Independent	2
11	Online Safety & Digital Citizenship	*Digital Citizenship: Vocabulary Practice - Level 3	In this interactive learning experience, students improve their knowledge of Digital Citizenship vocabulary terms and definitions.	Practice	Independent	5
12	Online Safety & Digital Citizenship	* Digital Citizenship: Quest for the Cookie - Level 3	In this engaging animated video, Murphy sends Sal on a scavenger hunt to a) reflect on what he's learned about digital citizenship so far, and b) learn even more about how to be safe online.	Instruction	Independent	5
13	Online Safety & Digital Citizenship	* Digital Citizenship: Quest for the Cookie Scavenger Hunt - Level 3	In this interactive practice, students will go on a digital scavenger hunt to practice good digital citizenship habits.	Practice	Independent	5
14	Online Safety & Digital Citizenship	* Digital Citizenship: Being a Good Digital Citizen from A to Z - Level 3	In this activity students will use what was learned in the Level 3 Digital Citizenship module to show knowledge of what digital citizenship is and how to be a good digital citizen. Students will be able to select their final project to best represent their knowledge of digital citizenship. Student work may include open-ended questions, correct/incorrect responses, a final product and/or self-assessment. An optional rubric is provided to assist in grading student products.	Application	Independent	90
15	Online Safety & Digital Citizenship	Information Literacy: Vocabulary Introduction - Level 3	This animated video introduces students to the vocabulary terms and definitions related to information literacy.	Instruction	Independent	2
+++++ Quarter 2 +++++						
16	Online Safety & Digital Citizenship	Information Literacy Vocabulary Practice - Level 3	In this interactive vocabulary practice, students match the information literacy vocabulary term with its definition.	Practice	Independent	10
17	Online Safety & Digital Citizenship	Information Literacy: Mia Seeks the Truth - Level 3	In this engaging animated video, Mia, a self-described 'Truth Seeker', introduces the learner to information literacy through an experience surrounding fact and opinion.	Instruction	Independent	5
18	Online Safety & Digital Citizenship	Information Literacy: Facts vs. Opinion Practice - Level 3	In this interactive practice, students will use a graphic organizer to sort sentences based on fact or opinion.	Practice	Independent	10
19	Online Safety & Digital Citizenship	Information Literacy: Identifying Facts and Opinions	In this activity, students will apply their knowledge and skills related to information literacy by sorting fact and opinion statements and identifying sentences, as either fact or opinion, within articles. Finally students will be tasked with writing a 1-2 paragraph story that includes 2-3 facts and 2-3 opinions.	Application	Independent	90
20	Online Safety & Digital Citizenship	Online Safety and Digital Citizenship: Skills Check - Level 3 (Post)	Online Safety & Digital Citizenship Skills Check - Level 3 (Post) evaluates 3rd grade concepts for safe, ethical online practices. It assesses the learner's knowledge and skills about proper online behavior, dealing with and preventing cyberbullying, and demonstrating strategies for safe and open communication.	Assessment	Independent	15
Minutes in Unit						334
LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)
21	Keyboarding	Keyboarding: Home Row	This engaging and interactive digital lesson provides direct instruction and practice in the area of basic keyboarding techniques needed to type using the home row keys. The learners will gain knowledge about proper finger placement and posture.	Instruction and Practice	Independent	13
22	Keyboarding	Home Row: Home Row F and J	This guided practice item covers the home row skill area. It can be used to help students with accuracy and proper finger placement in a guided practice environment.	Practice	Independent	2

23	Keyboarding	Home Row: D, K and J, F	This guided practice item covers the home row skill area. It can be used to help students with accuracy and proper finger placement in a guided practice environment.	Practice	Independent	2
24	Keyboarding	Home Row: S and L	This guided practice item covers the home row skill area. It can be used to help students with accuracy and proper finger placement in a guided practice environment.	Practice	Independent	2
25	Keyboarding	Home Row: A and ;	This guided practice item covers the home row skill area. It can be used to help students with accuracy and proper finger placement in a guided practice environment.	Practice	Independent	3
26	Keyboarding	Home Row: Add G, H	This guided practice item covers the home row skill area. It can be used to help students with accuracy and proper finger placement in a guided practice environment.	Practice	Independent	5
27	Keyboarding	Keyboarding: Upper Row	The learners will receive direct instruction and practice with the basic keyboarding techniques needed to type using the upper row keys. The learners will gain knowledge about proper finger placement and posture, and are provided a review of the home row keys in this engaging and interactive digital lesson.	Instruction and Practice	Independent	14
2	Keyboarding	Upper Row: Add E	This guided practice item covers the Upper row skill area. It can be used to help students with accuracy and proper finger placement in a guided practice environment.	Practice	Independent	3
29	Keyboarding	Upper Row: Add O	This guided practice item covers the Upper row skill area. It can be used to help students with accuracy and proper finger placement in a guided practice environment.	Practice	Independent	4
30	Keyboarding	Upper Row: Add R	This guided practice item covers the Upper row skill area. It can be used to help students with accuracy and proper finger placement in a guided practice environment.	Practice	Independent	4
31	Keyboarding	Upper Row: Add T	This guided practice item covers the Upper row skill area. It can be used to help students with accuracy and proper finger placement in a guided practice environment.	Practice	Independent	3
32	Keyboarding	Upper Row: Add I	This guided practice item covers the Upper row skill area. It can be used to help students with accuracy and proper finger placement in a guided practice environment.	Practice	Independent	4
33	Keyboarding	Upper Row: Add U	This guided practice item covers the Upper row skill area. It can be used to help students with accuracy and proper finger placement in a guided practice environment.	Practice	Independent	3
34	Keyboarding	Keyboarding: Lower Row	This engaging and interactive digital lesson provides direct instruction and practice with the basic keyboarding techniques needed to type using the lower row keys. The learners will gain knowledge about proper finger placement and posture, and are provided a review of the home and upper row keys.	Instruction and Practice	Independent	13
35	Keyboarding	Keyboarding: Shift Key	The learners will receive direct instruction and practice in keyboarding using the Shift key to type capital letters and symbols. The learners will use proper posture and finger placement, identify touch keys and reach keys, and type basic punctuation in this engaging and interactive digital lesson.	Instruction and Practice	Independent	11
36	Keyboarding	Lower Row: Add Left Shift and Colon	This guided practice item covers the Lower row skill area. It can be used to help students with accuracy and proper finger placement in a guided practice environment.	Practice	Independent	3
37	Keyboarding	Lower Row: Add Right Shift and C	This guided practice item covers the Lower row skill area. It can be used to help students with accuracy and proper finger placement in a guided practice environment.	Practice	Independent	3
38	Keyboarding	Lower Row: Add Period	This guided practice item covers the Lower row skill area. It can be used to help students with accuracy and proper finger placement in a guided practice environment.	Practice	Independent	3
39	Keyboarding	Keyboarding: Number Row	In this engaging and interactive digital lesson, the learners receive direct instruction and practice with keyboarding techniques needed to type using the number row keys, proper finger placement and posture, and a review of the home, upper, and lower row keys.	Instruction and Practice	Independent	12
40	Keyboarding	Adaptive Keyboarding: The Great Keyboarding Adventure	This engaging and interactive app uses diagnostic exercises to provide learners with individualized touch-typing practice to address areas of weakness and help improve accuracy and speed at any skill level. Learners receive badges for specific achievements during their keyboarding adventure.	Assessment and Practice	Independent	45
Minutes in Unit						152

LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)
+++++ Quarter 3 +++++						
41	IT Fundamentals	Computer Fundamentals: Skills Check - Level 3 (Pre)	The Computer Fundamentals Skills Check - Level 3 (Pre) evaluates 3rd grade concepts for Computer Fundamentals. It assesses the learner's knowledge and skills about symbols of technology, computer systems, network basics, and hardware and software - including the ethical use issues surrounding them.	Assessment	Independent	15
42	IT Fundamentals	Hardware Fundamentals: Printer	The learners will receive direct instruction and practice using a printer, previewing and printing entire documents or selected pages, and troubleshooting common printer problems in this engaging and interactive digital lesson.	Instruction and Practice	Independent	9
43	IT Fundamentals	Hardware Fundamentals: Scanner	During this engaging and interactive digital lesson, the learners will receive direct instruction and practice using a scanner for images or objects, saving a scanned image as a file, identifying components such as the scanning surface and scanning beam, and understanding how a scanner works.	Instruction and Practice	Independent	6
44	IT Fundamentals	Hardware Fundamentals: Network Basics	The learners will receive direct instruction and practice with networking concepts, such as LANs, WANs, and file format compatibility. They will gain knowledge about how to use remote equipment and review intellectual property in this engaging and interactive digital lesson.	Instruction	Independent	12
45	IT Fundamentals	Software Fundamentals: Desktop	In this engaging and interactive digital lesson, the learners will receive direct instruction and practice using the desktop, working with files and folders, navigating file structures, moving and opening files and folders, and deleting files.	Instruction	Independent	12
46	IT Fundamentals	Software Fundamentals: Windows and Controls	In this engaging and interactive digital lesson, the learners will receive direct instruction and practice with dialog boxes and options windows, making selections using check boxes, radio buttons, scroll bars, and dropdown menus, and controls to close, maximize, minimize, restore, and resize windows.	Instruction	Independent	12
47	IT Fundamentals	Software Fundamentals: Toolbars and Menus	In this engaging and interactive digital lesson, the learners will receive direct instruction and practice navigating program menus and using toolbars, recognizing and using symbols, properties, and online help, and understanding the connection between program menu icons and toolbar buttons.	Instruction	Independent	12

48	IT Fundamentals	Software Fundamentals: Software and File Formats	The learners will receive direct instruction and practice with software programs and file formats as they identify software groups, select task-appropriate software, start and exit software programs, and create, name, save, print, and close files in this engaging and interactive digital lesson.	Instruction	Independent	12
49	IT Fundamentals	Hardware Fundamentals: Mobile Devices	In this engaging and interactive digital lesson, the learners receive direct instruction and practice with smartphones, tablets, phablets (larger phones), and applications, and understand how mobile devices connect to a wireless network, store information using cloud computing, and use GPS for tracking.	Instruction	Independent	15
50	IT Fundamentals	Computer Fundamentals: Skills Check - Level 3 (Post)	Computational Thinking - Level 3 (Post) evaluates 3rd grade concepts for Computational Thinking. It assesses the learner's understanding and ability to use digital tools in the problem solving process.	Assessment	Independent	15
40	Keyboarding	Adaptive Keyboarding: The Great Keyboarding Adventure	This engaging and interactive app uses diagnostic exercises to provide learners with individualized touch-typing practice to address areas of weakness and help improve accuracy and speed at any skill level. Learners receive badges for specific achievements during their keyboarding adventure.	Assessment and Practice	Independent	15
Minutes in Unit						135

LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)
51	Online Safety & Digital Citizenship	Your Rings of Responsibility - Student Video (Common Sense Education)	How do digital citizens take responsibility for themselves, their communities, and their world? Teaching digital citizenship is all about helping kids think beyond themselves and recognize the ripple effects of their actions. Personal responsibility is important, but understanding their responsibilities to others can help kids unlock new ways to learn and connect with their communities -- and even change those communities for the better.	Instruction	Independent	3
52	Online Safety & Digital Citizenship	Internet Usage and Online Communication: Skills Check - Level 3 (Pre)	Internet Usage & Online Communication Skills Check - Level 3 (Pre) evaluates 3rd grade concepts for safe use of online communication tools and successful navigation and searching of the World Wide Web. It assesses the learner's knowledge and skills about performing safe and effective online searches, using digital collaboration tools, reading and writing blogs, and practicing online ethics.	Assessment	Independent	15
53	Online Safety & Digital Citizenship	Internet Usage: Online Information Basics	In this engaging and interactive digital lesson, the learners will receive direct instruction and practice browsing the Internet as they examine the difference between a web page and website, browse by following a series of hyperlinks, and learn to differentiate the Internet from the World Wide Web.	Instruction and Practice	Independent	15
54	Online Safety & Digital Citizenship	Internet Usage: Browsing and URLs	During this engaging and interactive digital lesson, the learners will receive direct instruction and practice with Uniform Resource Locators (URLs) as they identify URL components, use URLs to navigate to a web page, and use a browser to find and view information online.	Instruction and Practice	Independent	15
55	Online Safety & Digital Citizenship	Internet Usage: Safe and Effective Online Searches	The learners will receive direct instruction and practice using effective keywords and categories in search engines as they identify successful online searches, and consider their privacy and safety when providing personal information on the Internet in this engaging and interactive digital lesson.	Instruction and Practice	Independent	15
56	Online Safety & Digital Citizenship	Internet Usage: Research, Resources, and Ethics	In this engaging and interactive digital lesson, the learners will receive direct instruction and practice using web sites for research as they validate online information and author credibility, and respect intellectual property by properly citing online resources.	Instruction and Practice	Independent	15
57	Online Safety & Digital Citizenship	Internet Usage and Online Communication: Skills Check - Level 3 (Post)	Internet Usage & Online Communication Skills Check - Level 3 (Post) evaluates 3rd grade concepts for safe use of online communication tools and successful navigation and searching of the World Wide Web. It assesses the learner's knowledge and skills about performing safe and effective online searches, using digital collaboration tools, reading and writing blogs, and practicing online ethics.	Assessment	Independent	15
Minutes in Unit						93

LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)
58	Business Applications	Word Processing: Skills Check - Level 3 (Pre)	Word Processing Skills Check - Level 3 (Pre) evaluates 3rd grade concepts for Word Processing. It assesses the learner's knowledge and skills about appropriate use of word processing applications when creating and communicating ideas, including basic document creation, editing, proofreading and correcting, formatting reports, and creating original works.	Assessment	Independent	15
59	Business Applications	Word Processing: Creating and Organizing Content	This engaging and interactive digital lesson provides direct instruction and practice with using a word processing program to help with the writing process. The learners will gain knowledge about how to organize information, create lists, and insert pictures to better engage their audience.	Instruction	Independent	11
60	Business Applications	Word Processing: Revising and Formatting	In this engaging and interactive digital lesson, the learners receive direct instruction and practice revising and formatting, as part of the writing process, while they use font style, color and size, paragraph alignment, spacing, page break, symbols, and moving text and images to enhance their document.	Instruction	Independent	10
61	Business Applications	Word Processing: Editing and Proofreading Your Work	This engaging and interactive digital lesson provides direct instruction and practice using a word processing program as part of the writing process. Learners will edit and proofread text, check for spelling and grammar mistakes, and improve writing by using the thesaurus and word count tools.	Instruction and Practice	Independent	15

+++++ Quarter 4 +++++

62	Business Applications	Word Processing: Skills Check - Level 3 (Post)	Word Processing Skills Check - Level 3 (Post) evaluates 3rd grade concepts for Word Processing. It assesses the learner's knowledge and skills about appropriate use of word processing applications when creating and communicating ideas, including basic document creation, editing, proofreading and correcting, formatting reports, and creating original works.	Assessment	Independent	15
Minutes in Unit						66

LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)
63	Presentations	Presentations Skills Check - Level 3 (Pre)	Presentations Skills Check - Level 3 (Pre) evaluates 3rd grade concepts for Presentations. It assesses the learner's knowledge of basic presentation skills using slideshow applications.	Assessment	Independent	15

64	Presentations	Presentations: Audience and Organization	In this engaging and interactive digital lesson, learners will receive direct instruction and practice organizing and developing a slide show using presentation software. They learn how to consider the audience and the purpose of the slide show to tell stories, present information, and share ideas.	Lesson	Independent	12
65	Presentations	Presentations: Composing Slides	During this engaging and interactive digital lesson, the learners will receive direct instruction and practice composing slides using presentation software as they consider and use design elements, layouts, backgrounds, text, images, and white space to create and modify engaging slide shows.	Lesson	Independent	10
66	Presentations	Presentations: Enhancing Slides	The learners receive direct instruction and practice enhancing presentation slides to communicate their voice to an audience. They learn to choose and use effective color palettes, apply color and formatting to text, draw and customize objects, and add animation and sound in this engaging and interactive digital lesson.	Lesson	Independent	8
67	Presentations	Presentations: Evaluating and Presenting	The learners will receive direct instruction and practice with enhancing and editing a slideshow before presenting to an audience. They will edit and organize slides, use tools to add consistent and appropriate transitions, and evaluate their work before presenting in this engaging and interactive digital lesson.	Lesson	Independent	9
Minutes in Unit						54

LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)
68	Multimedia	Visual Mapping: Skills Check - Level 3 (Pre)	Visual Mapping Skills Check - Level 3 (Pre) evaluates 3rd grade concepts for Visual Mapping. It assesses the learner's knowledge and skills of how to use visual mapping applications to evaluate and organize information and represent ideas visually.	Assessment	Independent	15
69	Multimedia	Visual Mapping: Idea Webs	The learners will create, replace, resize, erase, move, and link objects and text using a variety of tools within visual mapping software as they receive direct instruction and practice during this engaging and interactive digital lesson.	Instruction	Independent	12
70	Multimedia	Visual Mapping: Formats and Outlines	Through direct instruction and practice in this engaging and interactive digital lesson, the learners will use visual mapping software to create outlines and diagrams using the create and write tools, and add text to organize and enhance their pre-write documents.	Instruction	Independent	12
71	Multimedia	Visual Mapping: Skills Check - Level 3 (Post)	Visual Mapping Skills Check - Level 3 (Post) evaluates 3rd grade concepts for Visual Mapping. It assesses the learner's knowledge and skills of how to use visual mapping applications to evaluate and organize information and represent ideas visually.	Assessment	Independent	15
40	Keyboarding	Adaptive Keyboarding: The Great Keyboarding Adventure	This engaging and interactive app uses diagnostic exercises to provide learners with individualized touch-typing practice to address areas of weakness and help improve accuracy and speed at any skill level. Learners receive badges for specific achievements during their keyboarding adventure.	Assessment and Practice	Independent	15
Minutes in Unit						69

LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)
72	Online Safety & Digital Citizenship	The Power Of Words - Student Video (Common Sense Education)	What should you do when someone uses mean or hurtful language on the internet? As kids grow, they'll naturally start to communicate more online. But some of what they see could make them feel hurt, sad, angry, or even fearful. Help your students build empathy for others and learn strategies to use when confronted with cyberbullying.	Instruction	Independent	3
73	Business Applications	Spreadsheets and Databases: Skills Check - Level 3 (Pre)	Spreadsheets & Databases - Level 3 (Pre) evaluates 3rd grade concepts for Spreadsheets and Databases. It assesses the learner's understanding of knowledge and appropriate use of spreadsheet applications to arrange, evaluate, store, and share data and understanding of database applications to search different types of information.	Assessment	Independent	15
74	Business Applications	Spreadsheets: Parts	During this engaging and interactive digital lesson, the learners will receive direct instruction and practice with spreadsheets. Learners will gain experience with worksheets, cells, rows, columns, cell addresses, labels, navigating tables, and entering data.	Instruction	Independent	9
75	Business Applications	Spreadsheets: Navigating Cells, Rows, and Columns	Through direct instruction and practice in this engaging and interactive digital lesson, the learners will organize information in a spreadsheet by navigating cells, rows, and columns, editing or deleting data, adding titles, and including labels in a table.	Instruction	Independent	10
76	Business Applications	Spreadsheets: Cell Formatting	The learners will receive direct instruction and practice formatting cells in a spreadsheet by merging and grouping cells, applying number formats, aligning cell data, adding borders and color to cells, and indenting data in this engaging and interactive digital lesson.	Instruction	Independent	12
77	Business Applications	Spreadsheets: Columns and Rows	This engaging and interactive digital lesson provides direct instruction and practice as the learners insert and resize rows and columns, enter data into a spreadsheet, use alphabetical and numerical sort functions, use the summation function, and alphabetically organize information in a table.	Instruction	Independent	10
78	Business Applications	Spreadsheets: Pie Charts	The learners will receive direct instruction and practice with pie charts in a spreadsheet program. They will use data found in a spreadsheet to create and label pie charts, then practice reading and interpreting data found in a pie chart during this engaging and interactive digital lesson.	Instruction	Independent	10
79	Business Applications	Spreadsheets: Bar Charts	This engaging and interactive digital lesson provides direct instruction and practice as the learners work with bar charts in a spreadsheet program. They will use data found in a spreadsheet to create and label bar charts, then practice reading and interpreting data found in a bar chart.	Instruction	Independent	11
80	Business Applications	Databases: Using Databases to Store and Organize Data	In this engaging and interactive digital lesson, the learners will receive direct instruction and practice with the parts of a database including fields, records, tables, datasheets, and forms. They will also learn how to find, group, and compare data.	Instruction and Practice	Independent	9
81	Business Applications	Databases: Performing Searches and Filtering Data	The learners will receive direct instruction and practice searching online databases with keywords as they perform a category search, apply a simple filter, and explore how database searches can help solve information needs in this engaging and interactive digital lesson.	Instruction and Practice	Independent	11
82	Business Applications	Databases: Sort and Filter	During this engaging and interactive digital lesson, the learners will receive direct instruction and practice organizing data and finding information in a database as they sort data in both ascending and descending orders, and sort filtered data.	Instruction and Practice	Independent	9

83	Business Applications	Spreadsheets and Databases: Skills Check - Level 3 (Post)	Spreadsheets & Databases - Level 3 (Post) evaluates 3rd grade concepts for Spreadsheets and Databases. It assesses the learner's understanding of knowledge and appropriate use of spreadsheet applications to arrange, evaluate, store, and share data and understanding of database applications to search different types of information.	Assessment	Independent	15
Minutes in Unit						124
LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)
84	Computer Science	Computational Thinking: Skills Check - Level 3 (Pre)	Computational Thinking - Level 3 (Pre) evaluates 3rd grade concepts for Computational Thinking. It assesses the learner's understanding and ability to use digital tools in the problem solving process.	Assessment	Independent	15
85	Computer Science	Computational Thinking: Algorithms	As part of computational thinking, the learners receive direct instruction and practice using algorithms to solve a problem, make a decision, or accomplish a task. They will analyze a situation, create an algorithm to solve the problem, test for reliability and accuracy, and understand that computers use algorithms, called programs, to complete tasks or help solve problems.	Instruction	Independent	15
86	Computer Science	Computational Thinking: Skills Check - Level 3 (Post)	Computational Thinking - Level 3 (Post) evaluates 3rd grade concepts for Computational Thinking. It assesses the learner's understanding and ability to use digital tools in the problem solving process.	Assessment	Independent	15
Minutes in Unit						45
Total Minutes						1018