

Learning.com EasyTech Curriculum Map - Kindergarten

2022-2023

This is a general pacing guide. There is more than enough time throughout the year to complete this curriculum. This is independent work. It is very likely, your students will complete the Kindergarten lessons. If so, you can assign other lessons or projects.

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 (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	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
7	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
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	Independent	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	Independent	3
11	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
***** Quarter 2 *****						
12	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
13	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
14	IT Fundamentals	IT Fundamentals: An Icon-ic Practice		Practice	Independent	15
Minutes in Unit						81
LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)
* CIPA Required topic						
15	Online Safety & Digital Citizenship	*Meaning of Online: The Curious Crystals	In this engaging animated video, Pearl and Rocki are led to a mysterious machine in the forest that grants them access to the internet. Includes printable items.	Instruction	Independent	3
16	Online Safety & Digital Citizenship	*Meaning of Online: Vocabulary Interactive Practice	In this interactive learning experience, students improve their knowledge of vocabulary terms and definitions related to what it means to be online. Includes printable items.	Practice	Independent	10
17	Online Safety & Digital Citizenship	*Meaning of Online: Agree to the AUP	In this interactive learning experience, students improve their knowledge of acceptable use policies. Includes printable items.	Practice	Independent	2

18	Online Safety & Digital Citizenship	*Meaning of Online: Have Fun Online	In this interactive learning experience, students improve their knowledge of what it means to be online and the types of activities they do online. Includes printable items.	Practice	Independent	2
19	Online Safety & Digital Citizenship	*Getting Started Online: Pearl's Private Password	In this engaging animated video, Rocki comes up with a username and password to enter the Internet. Pearl must come up with her own secret credentials to enter. Includes printable items.	Instruction	Independent	3
20	Online Safety & Digital Citizenship	*Getting Started Online: Vocabulary Interactive Practice	In this interactive learning experience, students improve their knowledge of vocabulary terms and definitions related to getting started online. Includes printable items.	Practice	Independent	10
21	Online Safety & Digital Citizenship	*Getting Started Online: Parts of a Password	In this interactive learning experience, students improve their knowledge of online safety. Includes printable items.	Practice	Independent	2
22	Online Safety & Digital Citizenship	*Getting Started Online: Color the Usernames	In this interactive learning experience, students improve their knowledge of online safety. Includes printable items.	Practice	Independent	2
23	Online Safety & Digital Citizenship	*Getting Started Online: What Should Pearl Say	In this interactive learning experience, students improve their knowledge of online safety. Includes printable items.	Practice	Independent	2
24	Online Safety & Digital Citizenship	*Online Privacy: Help Is on the Way!	In this engaging animated video, Rocki falls victim to an information thief! The crew must call upon their wise friend Ollie to save the day. Includes printable items.	Instruction	Independent	3
25	Online Safety & Digital Citizenship	*Online Privacy: Vocabulary Interactive Practice	In this interactive learning experience, students improve their knowledge of vocabulary terms and definitions related to online privacy. Includes printable items.	Practice	Independent	10
+++++ Quarter 3 +++++						
26	Online Safety & Digital Citizenship	*Online Privacy: Personal Information	In this interactive learning experience, students practice their knowledge and skills related to online privacy. Includes printable items.	Practice	Independent	2
27	Online Safety & Digital Citizenship	*Online Privacy: Trusted Adults	In this interactive learning experience, students practice their knowledge and skills related to online privacy. Includes printable items.	Practice	Independent	2
28	Online Safety & Digital Citizenship	*Online Privacy: Keep it Safe and Private	In this interactive learning experience, students practice their knowledge and skills related to online privacy. Includes printable items.	Practice	Independent	2
29	Online Safety & Digital Citizenship	*Cyberbullying: The Final Cyber-Quest	In this engaging animated video, a cyberbully targets Rocki. The friends must make smart choices when handling this bullying situation. Includes printable items.	Instruction	Independent	2
30	Online Safety & Digital Citizenship	*Cyberbullying: The Cave of Mystery	In this engaging animated video, Rocki and Pearl finally arrive at the Cave of Mystery – a place where super cyber-citizens can see the rewards for their smart online choices. Includes printable items.	Instruction	Independent	2
31	Online Safety & Digital Citizenship	*Cyberbullying: Vocabulary Practice	In this interactive learning experience, students improve their knowledge of the vocabulary terms and definitions associated with cyberbullying. Includes printable items.	Practice	Independent	10
32	Online Safety & Digital Citizenship	*Cyberbullying: Where Is It Found?	In this interactive learning experience, students practice their knowledge and skills related to cyberbullying. Includes printable items.	Practice	Independent	2
33	Online Safety & Digital Citizenship	*Cyberbullying: How Would You Feel?	In this interactive learning experience, students practice their knowledge and skills related to cyberbullying. Includes printable items.	Practice	Independent	2
34	Online Safety & Digital Citizenship	*Cyberbullying: Super Cyber-Citizen	In this interactive learning experience, students practice their knowledge and skills related to cyberbullying. Includes printable items.	Practice	Independent	2
					Minutes in Unit	75
LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)
35	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
36	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
+++++ Quarter 4 +++++						
37	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
38	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
39	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
40	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
41	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
42	Keyboarding	Keyboarding: Cursor, Arrows, and Tab	In this engaging and interactive digital lesson, the learners will receive direct instruction and practice with keyboarding using the cursor, arrows, tab, backspace, and delete keys as they move the cursor, remove text, and create large spaces.	Instruction and Practice	Independent	9
43	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	75

LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)
44	Online Safety & Digital Citizenship	Media Balance Is Important - Student Video (Common Sense Education)	How do we find a happy balance between our online and offline activities? Students consider the feelings of themselves and others when making decisions about when, where, and how much to use technology. Note: Complete lesson plan & resources available.	Instruction	Independent	2
45	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
46	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
47	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
48	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)
49	Online Safety & Digital Citizenship	Pause for People - Student Video (Common Sense Education)	How do you say goodbye to technology when you don't want to? Whether it's watching TV or playing on a tablet, using tech can be super fun! Often, kids find it hard to transition from an online activity to an offline one. Teach your students a simple routine for how to manage those inevitable digital interruptions that are part of everyone's lives in the digital age.	Instruction	Independent	1
50	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
Minutes in Unit						16
LESSON	Digital Literacy Concept	Curriculum Title	Description	Learning Component	Implementation Model	Time (in minutes)
51	Online Safety & Digital Citizenship	* Safety in My Online Neighborhood - Student Video (Common Sense Education)	How do you go places safely online? The power of the internet allows students to experience and visit places they might not be able to see in person. But, just like traveling in the real world, it's important to be safe when traveling online. On this virtual field trip, kids can practice staying safe on online adventures. Note: Complete lesson plan & resources available.	Instruction and Practice	Independent	3
Minutes in Unit						3
Total Minutes						312