Technology

Elementary Intro to Technology courses enable students to develop basic skills in computer science through engaging and age-appropriate content. The courses will expose students, within developmentally appropriate stages, to concepts such as problem solving and algorithms, security, privacy, copyright, computer programming basics, and keyboarding skills. Students will learn block-based coding in offline environments in Kindergarten through Grade 2 and will build upon those skills in online coding environments in Grades 3-5. In addition to the computer skills, the Technology suite integrates standards from Social Studies, Health, and Language Arts with topics in each grade about safety and health (online and offline), bullying/cyberbullying, and being a responsible citizen/digital citizen. The upper grades will complete research projects focused on adaptive technology, social media, and/or robotics. The research projects require students to evaluate reliable and relevant websites, organize research, receive and implement feedback, and produce a final product. Collaboration and communication are also focused on in each grade level as integrated language arts standards. Math practice standards can be found throughout the courses.

Kindergarten–Grade 2

Students will be introduced to computer science through exploring the world around them. While learning about communication and collaboration, they uncover the skills needed to be a good digital citizen and how to stay safe online. Throughout the course, they also practice skills such as, taking care of technological devices, identifying the parts of a computer, and using a computer for work and play. In addition, the primary grades work on specificity of instructions, identifying parts of a task, and ordering steps, which all lay the ground work for coding in an online environment.

Grades 3–5

Intermediate students will learn how computer science interacts in their everyday lives. The upper grades actively work on skills such as coding in an online block-based environment, keyboarding, and cyber safety. They learn how to research, using only safe and valid websites, for information about adaptive technology, how to stay safe when using social media, and artificial intelligence. The research that they conduct is then used to create projects in the Microsoft Office Online programs Word, PowerPoint, and Excel.

Course Codes

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<th>Grade</th>
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Course Highlights

- Engaging Custom-made Videos, Images, and Animations
- Fun and Interactive Games, Animations, and Slideshows to Encourage Repeated Practice
- Real-world, Age-appropriate Examples to Make Content and Skills Relevant to Learners
- Audio and Text-to-speech Tool to Assist Emerging Readers
- Online and Offline Coding Skills Beginning in Kindergarten
- Keyboarding Skills Using a Custom Interactive Beginning in Grade 3

Course Assessment Tools

- Auto-graded Assessments/Quizzes
- Teacher-graded Assessments/Quizzes
- Written Assignments
- Interactive Self-checks
- Discussion-based Assessments
- Project-based Assessments
- Collaboration Assessments

For the most up-to-date information, including FLDOE standards, please visit flvs.net/courses.