

WARREN COUNTY SCHOOL DISTRICT

VIRTUAL PLANNED INSTRUCTION

COURSE DESCRIPTION

Course Title: Middle School Tech Apps., Grade 6

Course Number: 10756

Course Prerequisites: None

Course Description: When it comes to technology, there is a lot to learn, and sometimes it's hard to get a digital foothold. In this course, you will be introduced to some of the most important technological topics to place you on the path to well-rounded understanding. You will learn about your digital footprint, netiquette, and how to stay safe online. You will improve your typing, file management and organization skills as well as your knowledge of software programs. You will also learn about trends, coding, blogs and websites, photo and video software, and more! It's time to go digital.

Suggested Grade Level: Grade 6

Length of Course: One Semester

Units of Credit: .5

PDE Certification and Staffing Policies and Guidelines (CSPG) Required Teacher Certifications:

CSPG 65 – Technology Education

CSPG 33 – Business, Computer, and Information Technology

To find the CSPG information, go to [CSPG](#)

Certification verified by the WCSD Human Resources Department: ☒ Yes ☐ No

WCSD STUDENT DATA SYSTEM INFORMATION

Course Level: Academic

Mark Types: Check all that apply.

☒ F – Final Average ☒ MP – Marking Period ☐ EXM – Final Exam

GPA Type: ☐ GPAEL-GPA Elementary ☒ GPAML-GPA for Middle Level ☐ NHS-National Honor Society

☐ UGPA-Non-Weighted Grade Point Average ☐ GPA-Weighted Grade Point Average

State Course Code: 10003

To find the State Course Code, go to [State Course Code](#), download the Excel file for SCED, click on SCED 6.0 tab, and choose the correct code that corresponds with the course.

WARREN COUNTY SCHOOL DISTRICT

VIRTUAL PLANNED INSTRUCTION

TEXTBOOKS AND SUPPLEMENTAL MATERIALS

Board Approved Textbooks, Software, and Materials:

Title: Edynamic Learning
Publisher: Virtual Learning
ISBN #: Click or tap here to enter text.
Copyright Date: Click or tap here to enter text.
WCSD Board Approval Date: Click or tap here to enter text.

Supplemental Materials: eDynamic Learning (Virtual Learning)

Curriculum Document

WCSD Board Approval:

Date Finalized: 3/15/2023
Date Approved: 6/26/2023
Implementation Year: 2023.2024

SPECIAL EDUCATION, 504, and GIFTED REQUIREMENTS

The teacher shall make appropriate modifications to instruction and assessment based on a student's Individual Education Plan (IEP), Chapter 15 Section 504 Plan (504), and/or Gifted Individual Education Plan (GIEP).

SCOPE AND SEQUENCE OF CONTENT AND CONCEPTS

Course Info:

UNIT 1 – Go Digital: Technology is all around us – from uploading your latest viral video, to browsing social media sites such as Facebook, Instagram, or TikTok, to video chatting with friends across the street, in another city, or around the world! While being online can be a lot of fun, it is important to be aware of your online presence. Choices you make today about the content you post online could shape your online reputation for years to come. By the end of this unit, you will have the tools necessary to become an awesome digital citizen!

UNIT 2 – What Tools Are at My Fingertips?: Whether you use a tablet to chat with friends or start up your gaming computer to challenge someone on your favorite online video game, you probably use software and hardware every day. While these tools are not new, they’ve certainly evolved over the years and offer improved user experience. Let’s get to know the hardware and software that is right under our noses every day and see how we can use it more efficiently. Then, we’ll have the tools to confidently look to the future and think about how we could use technology to change the world!

Unit 3 – Become a Problem Solver: Have you every wondered about the challenges your favorite brands face when designing a new product? When SpaceX started designing rockets, their first three attempts failed to reach Earth’s orbit, and they had to go back to the drawing board many times to improve on their build. As a middle school student, the problems that you need to solve might not be as difficult as launching a rocket, but how you approach the problem-solving process will make solving problems easier for you. What does this have to do with technology? Well, breaking a problem down into small steps is the very basis of coding!

Unit 4 – Coding a Solution: When you play a video game and jump up to grab a star and increase your score, you’re probably not thinking about the code that makes it all possible. Your job is to press the buttons to make your character win! The code runs in the background, and depending on what you do with your controller, you’ll see different outputs on the screen. Sometimes you’ll get the start, and sometimes you won’t. These varying outcomes are all thanks to coding algorithms. We’ll explore some of the different ways code can be written, then we’ll dive right in to create a character ourselves!

Unit 5 – Creating and Consuming Content Online: Most of us are “content creators” of some kind – maybe we share updates with our friends and family on social media, or we might even run a small business from our home. All over the world, people of all ages are creating content, so it’s important to know the rules that govern what we can and cannot do when we are online or using technology. Let’s take a look at some of the rules for creating content and how you can spot content that you might want to avoid.

WARREN COUNTY SCHOOL DISTRICT

VIRTUAL PLANNED INSTRUCTION

Unit 6 – Creating Your Own Content: As they say, “It is better to give than to receive.” The same can be said for our online lives. The more we give to the world, the better we will feel and the more impact our society. Maybe creating content is new to you – that’s just fine! Whether you are a beginner or a seasoned pro, we will walk you through some helpful strategies so that you can create great content for school or for fun!

WARREN COUNTY SCHOOL DISTRICT

VIRTUAL PLANNED INSTRUCTION

Standards/Eligible Content and Skills

Performance Indicator	PA Core Standard and/or Eligible Content	Marking Period Taught
Recognize how a person's actions online affect their digital footprint		MP 1 MP 3
Describe how "netiquette" makes online experiences more enjoyable and safer for you and others		MP 1 MP 3
Identify online safety and security issues such as cyberbullying, hacking, and piracy		MP 1 MP 3
Explain how changes in technology impact the way we study and learn		MP 1 MP 3
Identify different pieces of hardware used for both mobile devices and home computers		MP 1 MP 3
Describe the purpose of different application software and some companies that develop them		MP 1 MP 3
Implement file management strategies for both cloud-based and local computing		MP 1 MP 3
Use selected keyboarding techniques to improve typing speed		MP 1 MP 3
Recognize future trends in technology that will lead to worldwide innovative products		MP 1 MP 3
Consider how a design process framework can help solve a problem		MP 1 MP 3
Generate solutions for a problem using design thinking		MP 1 MP 3
Discover how a design process is used in various fields of work		MP 1 MP 3
Explore the four stages of computational thinking and see how they relate to creating algorithms		MP 1 MP 3
Use pseudocode to represent processes and solve problems		MP 1 MP 3
Explain the differences between block-based and text-based coding		MP2 MP 4
Use debugging and sequences when creating algorithms and codes		MP2 MP 4
Create code using interactions and variables		MP2 MP 4
Apply block-based algorithms in Scratch to perform various animations		MP2 MP 4
Describe different types of licensing for software and recognize the differences between each type		MP2 MP 4
Define different laws that protect intellectual property		MP2 MP 4
Discuss resources that can help you find and use media ethically		MP2 MP 4
Review strategies to verify the reliability of information		MP2 MP 4
Compare and contrast different target audiences		MP2 MP 4
Identify different types of content to create		MP2 MP 4
Use a variety of digital tools to create reports, charts, blogs, and other digital content		MP2 MP 4
Explain key points involved in creating video and audio content for an audience		MP2 MP 4

<p style="text-align: center;">WARREN COUNTY SCHOOL DISTRICT</p> <p style="text-align: center;">VIRTUAL PLANNED INSTRUCTION</p>
--

Performance Indicator	PA Core Standard and/or Eligible Content	Marking Period Taught

ASSESSMENTS

PDE Academic Standards, Assessment Anchors, and Eligible Content: The teacher must be knowledgeable of the PDE Academic Standards, Assessment Anchors, and Eligible Content and incorporate them regularly into planned instruction.

Formative Assessments: The teacher will utilize a variety of assessment methods to conduct in-process evaluations of student learning.

Effective formative assessments for this course include: Quizzes, homework, discussions

Summative Assessments: The teacher will utilize a variety of assessment methods to evaluate student learning at the end of an instructional task, lesson, and/or unit.

Effective summative assessments for this course include: Unit assessments and semester exams