

Media/Technology Curriculum Overview

Pre-K – 2

- **Digital Citizenship** – Personal Information, Online Safety
- **Basic Computer Operations** – Log on, log off, identify web browsers and their purpose, control volume, access, open, and close applications, open bookmarks, create bookmarks, navigate websites, use a mouse, touchpad, laptop, and iPad
- **Word-processing** – Insert WordArt, insert text, change font, change font size and color, identify the purpose and location of headers and footers
- **Paint Program** – Create a unique drawing, identify the tools and their function, add text
- **Keyboarding** – Type the home row and some reach keys
- **Presentation** – Create a presentation using various platforms (eg., PowerPoint)
- **Innovative Designer** – (K-2) Use the engineering design process to create prototypes that solve real world problems and/or problems within fictional texts
- **Programming** – (K-2) Participate in a global event, *Hour of Code*
- **Research** – Follow guided Internet research

Grades 3-5

- **Digital Citizenship** – Safe Online Talk, Safe Passwords, Cyberbullying, Plagiarism
- **Basic Computer Operations** – Use the Command key, Function keys, and Alt key, personalize settings, recognize the difference between Save and Save As, identify and use shortcut keys, save documents to various drives (server, flash drive), print preview, print, select printer settings
- **Word-processing** -- set margins, insert paragraph and page borders, create tables, indent, utilize citation formats, add bullets, add SmartArt, insert page break, use editing tools
- **Paint Program** – Upload digital images and manipulate them
- **Keyboarding** – Type the home row and reach keys
- **Presentation** – Select a presentation application and tools that best communicate your information to an audience (e.g., PowerPoint, Prezi, Thinglink, Stop Motion Video, iMovie, etc.)
- **Innovative Designer** – Use the engineering design process to create prototypes that solve real world problems and/or problems within fictional texts
- **Programming** – Participate in a global event, *Hour of Code*
- **Research** – Follow guided research, key terms, URL, search parameters
- **Spreadsheet** – Name cells, modify cells, change cell color, identify columns and rows
- **Collaborator** – Participate in Archdiocesan projects that require students to communicate, create, and publish products with students in other schools

Grades 6-8

- **Digital Citizenship** – Cyberbullying, Plagiarism, Fair Use, Creative Commons, Digital Footprint
- **Word-processing** – Create bibliographies, utilize citation formats
- **Presentation** -- Select a presentation application and tools that best communicate your information to an audience (e.g., PowerPoint, Prezi, Thinglink, Stop Motion Video, iMovie, etc.)
- **Innovative Designer** -- Use the engineering design process to create prototypes that solve real world problems
- **Programming** – Participate in the global event, *Hour of Code*
- **Research** – Conduct independent and guided Internet research
- **Spreadsheet** – Use the *If* statement, create scaled floorplans, modify cells, create charts and graphs
- **Collaborator** – Share one document among multiple students, recognize email scams and schemes, use email to communicate with others, email etiquette

Grades K-8

STEM (Science, Technology, Engineering, Mathematics)

STEAM (Science, Technology, Engineering, Art, Mathematics)

STREAMS (Science, Technology, Religion, Engineering, Art, Mathematics, Social Studies)

Students in grades K-1 listen to a read aloud (fictional and nonfictional) and solve the problem in the book by using the engineering design process to create a prototype. (STEM)

Students in grades 2-5 are presented with a real world problem. They work in small groups, using the engineering design process to research existing solutions to the problem, discuss ways to improve upon these existing solutions, then build their own prototype. (STEAM)

Students in grades 6-8 create a facsimile business. They use the engineering design process to build a prototype that will solve an existing problem somewhere in the world. They must consider criteria, constraints, appropriate technology, and local, economic, and environmental impacts their design will have on the selected country. (STREAMS)