

MODESTO CITY SCHOOLS COURSE OUTLINE

Course Title	Computer Science – Gr 1 OLL
Course Number	OLL (S1) OLL (S2)
Recommended Grade	<input type="checkbox"/> K <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
Duration	<input type="checkbox"/> Quarter <input checked="" type="checkbox"/> Semester
Credit	<input type="checkbox"/> 2.5 <input checked="" type="checkbox"/> 5 <input type="checkbox"/> 10
Repeatable for Credit	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
Required for Graduation	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
Meets Graduation Requirement	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
CALPADS Course Number	9062
CALPADS Course Name	Computer Science
Meets UC/CSU Requirements	<input type="checkbox"/> Yes <input type="checkbox"/> No If yes, which area? <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D <input type="checkbox"/> E <input type="checkbox"/> F <input type="checkbox"/> G N/A
CTE Course	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
CTE Course Level	<input type="checkbox"/> Introduction <input type="checkbox"/> Concentrator <input type="checkbox"/> Capstone N/A
Part of a Course Pathway	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No If yes, which pathway?
Credential Requirements	
Replaces	N/A
Recommended Prerequisites	
Aligned to Standards Date	
Content Delivery Method	<input type="checkbox"/> Instructor Led <input checked="" type="checkbox"/> Online Provider Modesto Virtual Academy
Other Information	
Board Approval Date	
Implementation Date	Fall 2020

Course Description:

Required Text(s): (Title, Publisher, Year):

Supplementary Materials(s):



Course Name: Elementary Technology Grade 1 v17

Course Credit: 1

Course Estimated Completion Time: 36 weeks

Course Description: The FLVS Elementary Technology First Grade course will enable students to develop basic skills in computer science through engaging and age-appropriate content. The course will expose students to concepts such as problem solving and algorithms and computer basics skills. Students will learn block based coding in an offline environment. 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.

Prerequisites: none

Honors Lessons: No

Course Profile (Includes Honors, if applicable)

Type of Assessment	Quantity	Location(s)
Teacher-graded	10	1.02, 1.04, 1.06, 2.02, 2.03, 2.05, 3.02, 3.03, 4.01, 4.03
Auto-graded	15	1.00, 1.01, 1.03, 1.05, 1.08, 2.00, 2.01, 2.04, 2.07, 3.00, 3.01, 3.04, 3.06, 4.00, 4.02
Partial Auto-graded	0	
Discussion-Based (DBA)	4	1.07, 2.06, 3.05, 4.04
Collaboration	0	N/A
Project-based	1	4.05
Total Assessments	25	

Types of Assessments (Includes Honors, if applicable)

Type of Assessment	Available	Type of Assessment	Available
Multiple Choice	Yes	Essay	No
Worksheets	Yes	Collaborative	No
Web 2.0	No	Short Response	No
Project - Based	Yes	Labs	No
Self - Check	No	DBAs	Yes

Scope and Sequence

- Use the problem-solving steps to solve problems with and without technology
- Make healthy choices in regards to food, body, health, safety, and technology
- Identify the digital citizen rules
 - Rule #1: I listen to my head. I think before I speak or act.
 - Rule #2: I listen to my heart. I use kind words and respect others.
 - Rule #3: I listen to my feet. I stand up against bullying.
 - Rule #4: I listen to my gut. I make sure that I am safe and responsible.
- Recognize when bullying or cyberbullying is happening and what to do about it
- Create a digital artifact utilizing different types of multimedia
- Determine how to communicate effectively with and without technology safely
- Understand how rules and laws, online and offline, keep us safe in the community, school, environment, and at home
- Recognize the consequences for following and not following rules and laws
- Solve problems using the problem-solving steps and problem-solving wheel with and without technology
- Identify and perform simple tasks and understand the importance of steps
- Understand that computers only follow a programs set of instructions
- Define and create an algorithm without technology
- Understand how a computer follows instructions
- Recognize and define what a command is in a computer program
- Learn how to create specific directions for a computer to complete a task
- Determine how to create a simple computer program
- Understand how to follow steps and complete a simple task
- Recognize iteration and how it relates to loops
- Determine what a bug is and how to fix it
- Solve problems using the Problem-Solving Steps Infographic
- Collect, organize, and sort data to develop a solution to a problem
- Solve problems with and without technology
- Create a presentation using multimedia
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