

MODESTO CITY SCHOOLS COURSE OUTLINE

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|-------------------------------------|---|
| Course Title | Computer Science – Gr 2 OLL |
| Course Number | OLL (S1) OLL (S2) |
| Recommended Grade | <input type="checkbox"/> K <input type="checkbox"/> 1 <input checked="" 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 2 v17

Course Credit: 1

Course Estimated Completion Time: 36 weeks

Course Description: The FLVS Elementary Technology Second 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 troubleshooting skills. Students will learn block based coding in an offline environment and practice using the web-based Hour of Code site. 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. Students will be introduced to Microsoft Word Online, research skills, and constructive criticism to complete a final digital artifact project.

Prerequisites: N/A

Honors Lessons: No

Course Profile (Includes Honors, if applicable)

| Type of Assessment | Quantity | Location(s) |
|--------------------------|-----------|--|
| Teacher-graded | 9 | 1.01, 1.03, 1.05, 2.02, 3.01, 3.02, 3.04, 4.02, 4.04 |
| Auto-graded | 16 | 1.00, 1.02, 1.04, 1.07, 2.00, 2.01, 2.03, 2.05, 3.00, 3.03, 3.05, 3.07, 4.00, 4.01, 4.03, 4.05 |
| Partial Auto-graded | 0 | |
| Discussion-Based (DBA) | 4 | 1.06, 2.04, 3.06, 4.06 |
| Collaboration | 0 | |
| Project-based | 1 | 4.07 |
| 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 | Yes |
| Project - Based | Yes | Labs | No |
| Self - Check | Yes | DBAs | Yes |

Scope and Sequence

- Rules and laws in the community
- Positive and negative consequences
- How to take care of devices properly
- Finding technology in the community and workplace
- What a strong password is and how to create one
- Online safety with websites and digital footprints
- Learning about block-based coding and applying it to staying safe online
- Describe how models can be used to solve issues
- Identify problems and solutions
- Use steps to solve real-life problems with and without technology
- Collect and use data
- Know what an algorithm is
- Know what a simple task is
- Recognize and follow steps to complete a simple task
- Create and present an algorithm without technology
- Recognize and perform simple tasks using steps
- Define what a command is
- Understand that a computer follows a program's instructions
- Create a simple program
- Find, launch, and navigate a computer application
- Identify input and output devices
- Use specific and relevant keywords when searching for information online
- Know how to search for information offline
- Use loops and iterations in block-based code
- Practice block-based coding using the game *Run Marco* from *Hour Of Code*
- Understand how to use Word Online
- Identifying different types of media (text, images, audio, video, digital, and non-digital)
- The relationship between loops and iterations in block-based code