

## MODESTO CITY SCHOOLS COURSE OUTLINE

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

**Course Description:**

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

**Supplementary Materials(s):**



**Course Name:** Elementary Technology Grade 3 v17

**Course Credit:** 1.0

**Course Estimated Completion Time:** 36 weeks

**Course Description:** The FLVS Elementary Intro to Technology courses will 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 skills in online coding environments. 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 complete a research project using Microsoft Word Online. The research projects require students to evaluate reliable and relevant websites, organize research, receive and implement feedback and produce a final product.

**Prerequisites:**

**Honors Lessons:** No

**Course Profile (Includes Honors, if applicable)**

Type of Assessment	Quantity	Location(s)
Teacher-graded	10	1.02, 1.04, 2.02, 2.04, 3.02, 3.04, 3.06, 4.01, 4.02, 4.03
Auto-graded	14	1.00, 1.01, 1.03, 1.06, 2.00, 2.01, 2.03, 3.00, 3.01, 3.03, 3.05, 3.08, 4.00, 4.04
Partial Auto-graded	0	
Discussion-Based (DBA)	4	1.05, 2.05, 3.07, 4.05
Collaboration	0	
Project-based	2	2.06, 4.06
<b>Total Assessments</b>	<b>24</b>	

**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

- Conditional statements
- Keyboarding posture
- Introduction to typing technique
- Technology and health
- Unplugging from technology
- Cyberbullying
- Digital Citizenship
- Testing conditional statements
- Known initial conditions
- Block-based code
- Loops and iterations
- Positive choices and empowerment
- Using technology to promote a cause
- Pop up ads
- Adaptive technologies
- Typing letters T, R, Y, and U
- Using technology to solve problems
- Responsible use of technology
- Creative thinking to address issues
- Typing letters E and I
- Creating conditional statements
- Creating loops and iterations in code
- Identifying bugs in code
- Debugging to fix bugs in code
- Typing letters Q, W, O, and P
- Computer hardware, peripheral devices and their functions
- Hardware versus software
- Adaptive technology
- Boolean searches and Boolean operators
- Using resources to find information
- Plagiarism and paraphrasing
- Copyright and free resources
- Different types of writing (narrative, persuasive, and informative)
- Discovering the author's purpose in a piece of writing
- Identifying relevant resources
- Using a graphic organizer to paraphrase information
- Using Word Online to learn how to spell-check, share a document, change font style and color, and add images
- Practicing the correct hand and finger placement to type short sentences
- Creating a digital artifact to inform an audience about adaptive technology
- Creating an outline and first draft of a digital artifact
- How to give and receive constructive criticism and feedback
- Collaboration and peer conferencing
- Functions in code
- Relating known initial condition in code to functions
- Creating functions to shorten code and minimize mistakes
- How to debug functions to make them work properly