



Southmoreland School District

Elementary (K - 5) Computer Curriculum Overview

Elementary (K - 5) Computer Overview:

The elementary computer curriculum for grades K - 5 is divided into four modules: (1) Digital Citizenship, (2) Keyboarding, (3) Career Exploration, and (4) Computer and Information Technology. Elementary computer students learn fundamental concepts and tools of business, computer, and information technology in this course. They develop knowledge and skills from year to year as the computer curriculum is designed to build on concepts corresponding to the development and maturation of students in grades K - 5. Students learn skills and strategies essential for success in life and the workplace. In addition, students make real world connections by engaging in authentic learning experiences. Finally, students become familiar with problem-solving, computational thinking, and sequencing that support learning across all school subjects.

Module Titles:

Module 1: Digital Citizenship

Module 2: Keyboarding

Module 3: Career Exploration

Module 4: Computer and Information Technology

Module Overviews:

Module 1: Digital Citizenship

The goal of this module is for students to demonstrate responsible use of technology and equipment. Elementary students need digital citizenship skills to participate fully in their communities and make smart choices online and in life. They explore the impact their digital lives can have on their well-being and relationships while learning to balance media in their everyday lives. Students learn how to protect personal information and gain a deeper understanding of their data privacy rights, so they can advocate for themselves and others. In addition, students consider the benefits and risks of online sharing and explore how a digital persona can affect one's sense of self, reputation, and relationships. The students reflect on how to build positive relationships, avoid risky online talk, and understand why some topics and conversations best lend themselves to certain mediums. They identify cyberbullying and recognize how they can foster positive, supportive online communities. Finally, students identify credible and trustworthy information sources and reflect on the digital footprint they leave on this world.



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Module 2: Keyboarding

The goal of this module is for students to learn the technical skill of keyboarding. Elementary students demonstrate keyboarding skills through effective use of common input devices, such as a keyboard, mouse, and touch screen. They focus less energy on finding keys during typing related tasks and free up cognitive energy to concentrate more effectively on what they are communicating when they master keyboarding skills early. Students identify letters and type with the appropriate fingers. In addition, mastering keyboarding in elementary school helps students not only with education programs and projects, but also opens more opportunities to them in their futures. Finally, students become more effective, productive, and confident when they are faced with a task requiring keyboarding.

Module 3: Career Exploration

The goal of this module is to provide students with a strong foundation for success by exploring their future possibilities. Elementary students become future ready through self-knowledge, exploration, and planning as they learn about modern career paths and how to pursue the pathways of their choice. They explore various careers and identify personality and character traits about themselves related to preferred hobbies, activities, and interests. Students learn more about themselves, so they can make informed decisions about what kind of job would be fulfilling and aligns with their unique skills. In addition, students are exposed to various careers within their community. Finally, students explore and discuss post-secondary education.

Module 4: Computer and Information Technology

The goal of this module is to provide students with a basic understanding of technology usage, processes, and systems for lifelong learning in a rapidly changing technological society. Elementary students must acquire this knowledge regardless of educational pathways or career goals. They learn to operate a computer system and demonstrate usage of a variety of Google applications and educational softwares correctly. Students use computer based technologies and/or telecommunications to access, synthesize, and utilize information. In addition, students describe legal and ethical issues related to computers and telecommunications including, computer copyright material, fair usage, privacy, security, viruses, and scams. They learn the basics of coding and progress through the steps to create algorithms on their own. The students determine appropriate computer applications for academic purposes and task performance, using digital media to enhance a content specific work product to create authentic digital projects. Finally, students research and discuss characteristics of a credible website.