PACING Guide SY 2015-2016

Timeline & Resources	AZ College and Career Readiness Standard	Essential Question (HESS Matrix)	Learning Goal	Vocabulary (Content/ Academic)
	Technology		I will	
1 st Quarter	Strand 1: Creativity and Innovation Concept 3: Trends and Possibilities Use technology to forecast trends and possibilities. PO 1. Recognize and create patterns. Strand 2: Communication and Collaboration Concept 1: Effective Communications and Digital Interactions Communicate and collaborate with others employing a variety of digital environments and media. PO 1. Communicate with others as a whole class using digital tools. PO 2. Identify and demonstrate safe and appropriate behavior when using digital environments. Strand 5: Digital Citizenship Concept 1: Safety and Ethics Advocate and practice safe, legal, and responsible use of information and technology. PO 1. Recognize and discuss when it is appropriate to use a personal digital device. PO 2. Define cyber-bullying. PO 3. Identify and articulate rules for the use of digital tools as defined by school board policy and procedures. PO 4. Discuss why it may be dangerous to visit certain Internet sites. PO 5. Recognize, discuss, and demonstrate appropriate behavior for technology use and show respect for technology equipment. Concept 2: Leadership for Digital Citizenship Demonstrate leadership for digital citizenship.	What are the parts of the computer and what do they do? How can I transfer something I've written to the computer?	Use technology to forecast trends and possibilities. Recognize and create patterns. Communicate and collaborate with others employing a variety of digital environments and media. Communicate with others as a whole class using digital tools. Identify and demonstrate safe and appropriate behavior when using digital environments. Advocate and practice safe, legal, and responsible use of information and technology. Recognize and discuss when it is appropriate to use a personal digital device. Define cyber-bullying. Identify and articulate rules for the use of digital tools as defined by school board policy and procedures.	technology forecast trends possibilities recognize create patterns communicate collaborate variety digital environments media identify demonstrate safe appropriate advocate digital device cyber-bullying dangerous internet sites cultural historical economic political impact individuals society processes

Concept 3: Impact of Technology Discuss why it may be dangerous systems Develop an understanding of the cultural, historical, economic and political to visit certain Internet sites. applications impact of technology on individuals and society. ergonomics PO 1. Recognize and discuss how students and families use technology to make Recognize, discuss, and effectively their lives better. demonstrate appropriate behavior productively for technology use and show keyboarding Strand 6: Technology Operations and Concepts respect for technology equipment. compose Concept 1: Understanding document Recognize, define and use technology term, processes, systems and applications. Demonstrate leadership for digital formatting PO 1. Define multimedia citizenship. basic technology terms. navigational PO 2. Identify and define technology process terminology. Develop an understanding of the elements PO 3. Identify technology applications for a given activity/project. cultural, historical, economic and web page PO 4. Demonstrate knowledge of ergonomics and electrical safety when using political impact of technology on log-in computers. individuals and society. Concept 2: Application Recognize and discuss how Select and use applications effectively and productively. students and families use PO 1. Understand keyboarding techniques when using the keyboard to type technology to make their lives letters, numbers and special key functions. better. PO 2. Compose a document that applies basic formatting. PO 3. Use multimedia presentation programs to create simple class assignments. Recognize, define and use PO 4. Identify and use common navigational elements of a web page. technology term, processes, PO 5. Demonstrate appropriate use of log-in procedures. systems and applications. Define basic technology terms. LELF & BOTIAL Identify and define technology process terminology. EMARENESS Identify technology applications for a given activity/project. Demonstrate knowledge of ergonomics and electrical safety when using computers. Select and use applications effectively and productively. Understand keyboarding techniques when using the

	THINDUNG		keyboard to type letters, numbers and special key functions. Compose a document that applies basic formatting. Use multimedia presentation programs to create simple class assignments. Identify and use common navigational elements of a web page. Demonstrate appropriate use of log-in procedures.	
2 nd Quarter	Strand 1: Creativity and Innovation Concept 2: Models and Simulations Use digital models and simulations to examine real-world connections, explore complex systems and issues, and enhance understanding. PO 1. Identify elements of a digital model or simulation. PO 2. Explore and identify models and simulations. PO 3. Identify a system. Concept 4: Original Works Use technology to create original works in innovative ways. PO 1. Use digital creativity tools to develop ideas and create a project. PO 2. Use digital collaborative tools to develop collective ideas. Strand 2: Communication and Collaboration Concept 2: Digital Solutions Contribute to project teams to produce original works or solve problems. PO 1. Participate in a classroom learning project using digital collaborative resources.	How can I use the computer to illustrate a story or information? What types of tools do computers have to make my project stand out?	Use digital models and simulations to examine real-world connections, explore complex systems and issues, and enhance understanding. Identify elements of a digital model or simulation. Explore and identify models and simulations. Identify a system. Use technology to create original works in innovative ways. Use digital creativity tools to develop ideas and create a project.	digital models simulations examine real-world connections complex systems enhance understanding Identify elements original works innovative creativity tools collaborative Contribute solve problems resources
	Strand 4: Critical Thinking, Problem Solving and Decision Making Concept 2: Exploring Solutions Plan and manage activities to develop solutions to answer a question or complete a project. PO 1. Participate as group to manage a learning project and identify sources.		Use digital collaborative tools to develop collective ideas. Contribute to project teams to product original works or solve problems.	solutions data collected

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	PO 2. Propose solutions by discussing data collected to answer a question.		Participate in a classroom learning project using digital collaborative resources. Plan and manage activities to develop solutions to answer a question or complete a project. Participate as group to manage a learning project and identify sources. Propose solutions by discussing data collected to answer a question.	
3 rd Quarter	Strand 2: Communication and Collaboration Concept 3: Create cultural understanding and global awareness by interacting with learners of other cultures. PO 1. Participate as a class in communication at a distance. Strand 4: Critical Thinking, Problem Solving and Decision Making Concept 1: Investigation Identify and define authentic problems and significant questions for investigation. PO 1. Collaborate as a class or small group to select an essential question to research using digital resources.	How can I find information about topics in which I am interested?	Create cultural understanding and global awareness by interacting with learners of other cultures. Participate as a class in communication at a distance. Identify and define authentic problems and significant questions for investigation. Collaborate as a class or small group to select an essential question to research using digital resources.	create cultural understanding global awareness interacting communication distance identify define authentic problems significant questions investigation. Collaborate select essential research digital resources
4 th Quarter	Strand 3: Research and Information Literacy Concept 1: Planning Plan strategies to guide inquiry using technology.	How can the computer help me learn new	Plan strategies to guide inquiry using technology.	plan strategies guide

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PO 1. Generate key words and synonyms for a search.	skills or develop	Generate key words and synonyms	inquiry
PO 2. Explore information and online sources.	skills I already	for a search.	technology
Concept 2: Processing	have?	Explore information and online	generate
Locate, organize, analyze, evaluate, synthesize and ethically use information from		sources.	key words
a variety of sources and media.	The same of the sa	Locate, organize, analyze,	synonyms
PO 1. Conduct a search using multiple keywords.		evaluate, synthesize and ethically	search
PO 2. Use preselected sources.		use information from a variety of	explore
PO 3. Differentiate between a fact, untruth, and an opinion.		sources and media.	information
PO 4. Sort information into major topics.		Conduct a search using multiple	online sources
PO 5. Identify and follow ethical behaviors when using resources.		keywords.	locate
		Use preselected sources.	organize
Strand 6: Technology Operations and Concepts		Differentiate between a fact,	analyze
Concept 3: Troubleshoot Systems and Processes		untruth, and an opinion.	evaluate
Define problems and investigates solutions in systems and processes	1.0	Sort information into major topics.	synthesize
PO 1. Understand that there are different types of problems with technology and	- Academ	Identify and follow ethical	ethically
identify the type of problem and the steps needed to solve.	1	behaviors when using resources.	variety
COMMUNICATION		Define problems and investigates	sources
Annual de la constante de la c		solutions in systems and processes	media
Concept 4: Transfer of Knowledge	CARSER	Understand that there are different	conduct
Transfer current knowledge to learning of new technologies.	12-111-014	types of problems with technology	preselected
PO 1. Transfer understanding of current symbols and icons to learning new		and identify the type of problem	sources
technologies.		and the steps needed to solve.	differentiate
YAC Y		Transfer current knowledge to	fact
		learning of new technologies.	untruth
		Transfer understanding of current	opinion
		symbols and icons to learning new	sort
SELF & BOCIAL		technologies.	major topics
			ethical behaviors
AWARENESS		P	resources
			solutions
			processes
			steps
			solve
			transfer
			current
			knowledge
			new technologies
			understanding
			symbols
			_ ·
			icons

