Timeline & Resources	AZ College and Career Readiness Standard	Essential Question (HESS Matrix)	Learning Goal	Vocabulary (Content/ Academic)
	Technology		**I will …**	
1st Quarter	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. Identify different methods of communication. Strand 5: Digital Citizenship Concept 1: Safety and Ethics Advocate and practice safe, legal, and responsible use of information and technology. PO 1. Identify use of personal devices and when it is appropriate to use them. PO 2. Identify and articulate rules for the use of digital tools. PO 3. Recognize and discuss why there are rules for using technology at home and at school. Concept 3: Impact of Technology Develop an understanding of the cultural, historical, economic and political impact of technology on individuals and society. PO 1. Recognize and discuss examples of technology used in daily life. Strand 6: Technology Operations and Concepts Concept 1: Understanding Recognize, define and use technology term, processes, systems and applications. PO 1. Identify basic technology terms. PO 2. Identify technology process terminology. PO 3. Identify technology applications for a given activity or project. PO 4. Demonstrate knowledge of electrical safety when using computers and other technology. Concept 2: Application Select and use applications effectively and productively. PO 1. Use the mouse/track pad to perform computer functions such as accessing an application, indicating a choice or activating a link. Use the keyboard to type letters and numbers and know how to use special key functions. PO 2. Use technology to identify letters and numbers and differentiate between them. PO 3. Identify and use common navigational elements of a web page.	*What are the parts of a computer and what they are used for?* *How are our lives made better or worse by technology?* *How we can use technology to make learning easier and more fun?*	Communicate and collaborate with others employing a variety of digital environments and media. Identify different methods of communication. Advocate and practice safe, legal, and responsible use of information and technology. Identify use of personal devices and when it is appropriate to use them. Identify and articulate rules for the use of digital tools. Recognize and discuss why there are rules for using technology at home and at school. Develop an understanding of the cultural, historical, economic and political impact of technology on individuals and society. Recognize, define and use technology term, processes, systems and applications. Identify basic technology terms. Identify technology process terminology.	communicate safe culture letter number computer mouse trackpad screen window keyboard

			Identify technology applications for a given activity or project.
			Demonstrate knowledge of electrical safety when using computers and other technology.
			Select and use applications effectively and productively.
			Use the mouse/track pad to perform computer functions such as accessing an application, indicating a choice or activating a link. Use the keyboard to type letters and numbers and know how to use special key functions.
			Use technology to identify letters and numbers and differentiate between them.
			Identify and use common navigational elements of a web page.

2nd 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. Explore and identify models and simulations. 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. Strand 2: Communication and Collaboration Concept 2: Digital Solutions Contribute to project teams to produce original works or solve problems. PO 1. Identify digital tools. 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 in a learning project using digital planning tools. PO 2. Discuss data collected on a predefined question to explore solutions or results.	*How does watching a story animated on the computer, enhance our understanding of the literary concepts?* *How can I use technology to Illustrate my favorite part of my school day?* *What do my neighbors and I think are good ideas for a group written story project?*	Use digital models and simulations to examine real-world connections, explore complex systems and issues, and enhance understanding. Explore and identify models and simulations. Use technology to create original works in innovative ways. Use digital creativity tools to develop ideas and create a project. Contribute to project teams to produce original works or solve problems. Identify digital tools. Plan and manage activities to develop solutions to answer a question or complete a project. Participate in a learning project using digital planning tools. Discuss data collected on a predefined question to explore solutions or results.	model real-world system simulation technology project. solve problem tools data collect

3rd Quarter	Strand 2: Communication and Collaboration Concept 3: Create cultural understanding and global awareness by interacting with learners of other cultures. PO 1. Explore other cultures through digital resources. 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 to explore an essential question for investigation.	*How do we use technology to solve problems?* *What problems do we have that need fixing?* *How can we solve a problem together using technology?*	Create cultural understanding and global awareness by interacting with learners of other cultures. Explore other cultures through digital resources. Identify and define authentic problems and significant questions for investigation. Collaborate to explore an essential question for investigation.	create cultural global learner question investigation collaborate explore
4th Quarter	Strand 3: Research and Information Literacy Concept 1: Planning Plan strategies to guide inquiry using technology. PO 1. Explore a variety of information sources. Strand 6: Technology Operations and Concepts Concept 3: Troubleshoot Systems and Processes Define problems and investigates solutions in systems and processes PO 1. Understand that there are different types of problems with technology. Concept 4: Transfer of Knowledge Transfer current knowledge to learning of new technologies. PO 1. Demonstrate knowledge of technology used at home.	*What topic do I want to learn more about?* *How can I use technology to learn about my topic?* *How can technology help me express what I have learned?*	Plan strategies to guide inquiry using technology. Explore a variety of information sources. Define problems and investigates solutions in systems and processes Understand that there are different types of problems with technology. Transfer current knowledge to learning of new technologies. Demonstrate knowledge of technology used at home.	strategies inquiry technology variety information sources problems investigate solution transfer knowledge