Technology Curriculum

The FSMH technology program introduces and builds upon skills such as word processing, typing, digital literacy, and computer science by integrating technology-enhanced classroom projects that demonstrate critical thinking and collaboration.

Kindergarten - Grade 2

1. Computer Basics
    a. Logging on and off
    b. Using Chromebooks (desktop, start menu, program files)
    c. Accessing and saving files on the network
    d. Using iPads and tablets
2. Keyboarding
    a. Identification of keys
    b. Intro to home row
    c. Drill and Practice
3. Mouse
    a. Technique and motor skill development
    b. Drill and practice
4. Introduction to Google Docs and Presentation
    a. Media assets
    b. Editing
    c. Adjusting type and formatting
    d. Seasonal activities
5. Digital Literacy
    a. Commonsense Media curriculum (Internet safety, information literacy, privacy and security, creative credit/copyright, relations and communication, digital footprint and reputation and cyberbullying
6. Computer Science
    a. Understanding directions algorithms
    b. Robot programming
    c. Introduction to circuits: LittleBits

Grades 3-5
1. Computer Basics Refresher (see items above)
2. Integrated projects
3. Keyboarding
    a. Drill and practice
4. Computer Science
    a. Computer technology (computers, networks, and the Internet)
    b. Computer science
    c. Intro to general programming concepts and logic
    d. Drill and practice (Scratch)
5. Web Design (5th grade only)
    a. Intro to websites
    b. Intro to HTML
    c. Webpage project
6. Digital Literacy (see above, plus Self Image and Identity)

Middle School: Grades 6-8
1. Computer Basics Refresher (see items above)
2. iPad and app training
3. Keyboarding
    a. Drill and practice (begin phasing out by MS)
4. Video
    a. Storyboarding/project management
    b. Editing
    c. Film festival submission (8th grade only)
5. Computer Science
    a. Advanced Computer Technology (processor, memory, input/output, interfaces: GUI, terminal)
    b. Programming
        i. Python
        ii. HTML
        iii. Concepts and practice
    c. Physical Computing (7th & 8th)
        i. Raspberry Pi and AdaFruit
        ii. Circuits
        iii. Intro to prototyping breadboards

6. Culminating Computer Science Project

Integrated Projects

Starting in third grade, general technology skills (e.g. word processing, presentation, Internet usage and searching, and e-citing) will be further developed through integrated projects. The technology teacher will schedule time with teachers and classes to use technology for writing papers, performing research, and developing presentations, etc.

Integrated Project Examples:
- Second Grade Egyptian Project
- Third Grade Colonial Speeches
- LS Science
  - cell project
  - plant research project
  - biome project
  - volcano/earthquake project
  - chemical elements project
- Fifth Grade 10 Day Road Trip
- Sixth Grade Global Trek Project
- Seventh Grade Indigenous Cultures Project
- Middle School UN Day
- Middle School Maker Fair
- Eighth Grade Civil Rights Movement