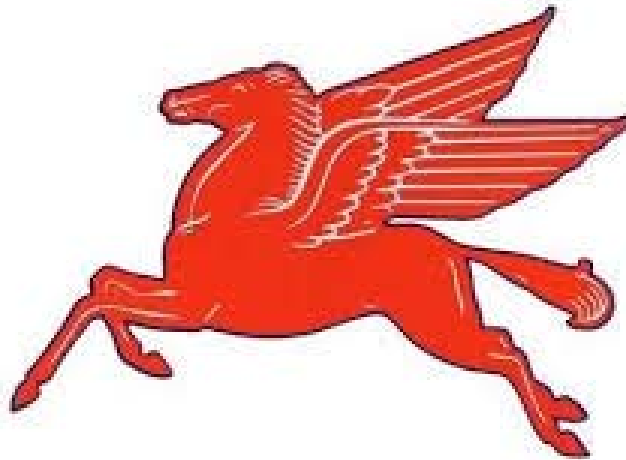


Curriculum Management System

PAULSBORO PUBLIC SCHOOLS



Technology - Pre-School

UPDATED AUGUST 2015

For adoption by all regular education programs as specified and for adoption or adaptation by all Special Education Programs in accordance with Board of Education Policy.

Board Approved: September 2015

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Paulsboro Public Schools

Mission Statement

The mission of the Paulsboro School District is to provide each student the educational opportunities to assist in attaining their full potential in a democratic society. Our instructional programs will take place in a responsive, community based school system that fosters respect among all people. Our expectation is that all students will achieve the New Jersey Core Curriculum Content Standards (NJCCCS) at every grade level.

Introduction/Philosophy

The Paulsboro School District Technology Curriculum is designed to promote technological and information literacy as well as critical thinking, problem-solving, and decision-making skills that is necessary for students to compete in and connect with our constant-changing global community. The curriculum motivates, empowers and enhances students' conceptual understanding, procedural knowledge, and problem-solving skills in technology including its nature, impact, and social, ethical, and human aspects. Students learn how to use many technological tools to gather, interpret and share information, and to choose appropriate technologies to complete their work.

Mission: Understanding that technology is multi-disciplinary by nature and has applications in any environment, our technology curriculum is designed to promote academic success by incorporating technological tools and applications into the teaching a learning process.

Vision: An education in technology fosters a population that:

- Takes a real-world approach to teaching technology to allow for an enhancement of the learning process, enrichment of academic experience, and to bestow students with the skills necessary to succeed throughout life.
- Allows all students including those who are English Language Learners and those who have special needs to develop technological skills while simultaneously strengthening understanding of academic knowledge and skills.
- Encourages students to become active participants in the learning process.
- Teaches students to efficiently access, explore, apply, and synthesize information in our digital world.

New Jersey State Department of Education

Core Curriculum Content Standards

8.1 Educational Technology- All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaboratively and to create and communicate knowledge.

8.2 Technology Education, Engineering, and Design - All students will develop an understanding of the nature and impact of technology, engineering, technological design, and the designed world, as they relate to the individual, global society, and the environment.

New Jersey State Department of Education

21st Century College and Career Readiness Standards

The 12 Career Ready Practices

These practices outline the skills that all individuals need to have to truly be adaptable, reflective, and proactive in life and careers. These are researched practices that are essential to career readiness.

9.1 Personal Financial Literacy

This standard outlines the important fiscal knowledge, habits, and skills that must be mastered in order for students to make informed decisions about personal finance. Financial literacy is an integral component of a student's college and career readiness, enabling students to achieve fulfilling, financially-secure, and successful careers.

9.2 Career Awareness, Exploration, and Preparation

This standard outlines the importance of being knowledgeable about one's interests and talents, and being well informed about postsecondary and career options, career planning, and career requirements.

<http://www.state.nj.us/education/cccs/2014/career/>

Scope and Sequence

Quarter 1 - PreSchool

Big Idea: 1

Strand 8.1.P.A.1-5: Technology Operations and Concepts: Students will demonstrate a sound understanding of technological concepts, systems and operations.

Scope and Sequence

Quarter II - PreSchool

Big Idea: 2

Strand 8.1.P.B.1: Creativity and Innovation:

Students will demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.

Scope and Sequence

Quarter III - PreSchool

Big Idea: 3

Strand 8.1.P.C.1: Communication and Collaboration: Students will use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.

Scope and Sequence

Quarter IV - PreSchool

Big Idea: 4

Strand 8.1.P.E.1: Research and Information Fluency: Students will apply digital tools to gather, evaluate, and use information.

Pre-School Technology - Quarter I
Big Idea: Technology Operations and Concepts

| | | |
|---|---|---|
| <p>Standard: 8.1 Educational Technology:</p> <p>Students will:</p> <ul style="list-style-type: none"> • 8.1.P.A.1: Use an input device to select an item and navigate the screen. • 8.1.P.A.2: Navigate the basic functions of a browser. • 8.1.P.A.3: Use digital devices to create stories with pictures, numbers, letters and words. • 8.1.P.A.4: Use basic technology terms in the proper context in conversation with peers and teachers (i.e.- camera, tablet, Internet, mouse, keyboard, and printer). • 8.1.P.A.5: Demonstrate the ability to access and use resources on a computing device. <p><u>Career Ready Practices</u> CRP11</p> <p><u>English/Language Arts Standards</u></p> | GOAL | |
| | Goal 1: Students demonstrate a sound understanding of technological concepts, systems and operations. | |
| | Essential Questions | Assessments |
| | <ol style="list-style-type: none"> 1. In a world of constant change, what skills should we learn? 2. How do I choose which technological tools to use and when it is appropriate to use them? | <ol style="list-style-type: none"> 1. Word: type name; label pictures with print. 2. Complete Headsprout’s Mousing Around exercise. 3. ABCYA.com activities 4. Microsoft Paint & Draw, Kidspiration, Word or other program to create a picture story with words. |
| | Enduring Understanding | Resources |
| <ol style="list-style-type: none"> 1. Technology is constantly changing and requires continuous learning of new skills. 2. Selection of technology should be based on personal and/or career needs assessment. | Microsoft Word and Paint & Draw Kidspiration or similar program www.starfall.com www.tvokids.com www.abcmouse.com www.ABCYA.com www.pbskids.org www.tumblebooks.com | |

Pre-School Technology - Quarter II

Big Idea: Creativity and Innovation

| | | |
|--|--|--|
| <p>Standard: 8.1 Educational Technology:</p> <p>Students will:</p> <ul style="list-style-type: none"> • 8.1.P.B.1: Create a story about a picture taken by the student on a digital camera or mobile device. <p><u>Career Ready Practices</u> CRP11</p> <p><u>English/Language Arts Standards</u></p> | GOAL | |
| | <p>Goal 2: Students demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.</p> | |
| | Essential Questions | Assessments |
| | <ol style="list-style-type: none"> 1. How can I transfer what I know to new technological situations/experiences? 2. What are my responsibilities for using technology? 3. What constitutes misuse and how can it best be prevented? | <ol style="list-style-type: none"> 1. Complete a picture book. Use a program such as Kidspiration or Paint & Draw to illustrate. Use Kidspiration to brainstorm and organize the writing process. 2. Create a digital scrapbook. 3. Create a short video with a Tablet. 4. Take a picture with a camera and create a short story about it. 5. Use voice recorder on computer to record student telling a story. |
| | Enduring Understanding | Resources |
| <ol style="list-style-type: none"> 1. A tool is only as good as the person using it. 2. Technology use can have a positive or negative impact on both users and those affected by their use. | <p>Pics4Learning www.astronomywebguide.com Kidspiration Photostory or other photo software Windows Movie Maker iPad or other type of tablet digital camera recording device on computer or other type of digital recording device</p> | |

Pre-School Technology - Quarter III
Big Idea: Communication and Collaboration

| | | |
|--|---|--|
| <p>Standard: 8.1 Educational Technology:</p> <p>Students will:</p> <ul style="list-style-type: none"> • 8.1.P.C.1: Collaborate with peers by participating in interactive digital games or activities. <p><u>Career Ready Practices</u> CRP11</p> <p><u>English/Language Arts Standards</u></p> | GOAL | |
| | Goal 3: Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. | |
| | Essential Questions | Assessments |
| | 1. How has the use of digital tools improved opportunities for communication and collaboration? | 1. Completion of a lesson in abcmouse.com (created by the teacher) or in any other age-appropriate website/program. |
| | Enduring Understanding | Resources |
| | 1. Digital tools allow for communication and collaboration anytime/anyplace worldwide. | www.starfall.com www.tvokids.com www.abcmouse.com www.ABCYA.com www.pbskids.org www.tumblebooks.com www.photoisland.com |

Pre-School Technology - Quarter IV
Big Idea: Research and Informational Fluency

| | | |
|--|--|--|
| <p>Standard: 8.1 Educational Technology:</p> <p>Students will:</p> <ul style="list-style-type: none"> • 8.1.P.E.1: Use the Internet to explore and investigate questions with a teacher’s support. <p><u>Career Ready Practices</u> CRP11</p> <p><u>English/Language Arts Standards</u></p> | GOAL | |
| | Goal 4: Students apply digital tools to gather, evaluate, and use information. | |
| | Essential Questions | Assessments |
| | 1. Why is the evaluation and appropriate use of accurate information more important the ever in the technological age? | <ol style="list-style-type: none"> 1. Use the Internet to take a class field trip. 2. Take virtual tours of interesting places and have students answer teacher-led questions (i.e.-What are ads? Where is the homepage?) 3. Demonstrate 1)use of the “back” button to get back to a page 2) use of a tabbed browser if click on wrong website by accident 3) how to ignore ads that call for action. 4. Explore the planet - (i.e.-Google Earth) with class. Show how to drag globe around, pan in out with mouse wheel. Incorporate lesson vocabulary. |
| | Enduring Understanding | Resources |
| | 1. Information is spread worldwide within seconds due to technological advancements and has an immediate impact. | www.timeforkids.com Google Earth Virtual Tour websites - 360 panorama of world, 3D toads and more, world of wonders, Virtual body, virtual zoo, virtual farm, virtual tour of America, virtual tour of The White House, undersea or the forest. |

Pre-School Technology
COURSE BENCHMARKS

1. Students demonstrate a sound understanding of technological concepts, systems and operations.
2. Students demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.
3. Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.
4. Students apply digital tools to gather, evaluate, and use information.