Timeframe	Learning Targets	Essential Questions	Standards	Vocabulary	Assessments	Differentiation
Cycle 1	Students will log in to the computer and multiple online accounts to ensure there are no errors with school accounts.	What is a computer?	1A-CS-01	Username, Password	Students will sign in to accounts.	Students will be assisted in sign in procedures and/or teacher will contact support.
Cycle 2 - 7	Students will learn basic mouse skills including what side of the mouse to click, how to double click, and how to double click.	Why are there two sides to the mouse?	1A-CS-01, 1A-CS-02	Mouse, Keyboard, Screen, Mousepad	Student is able to: (1) move the mouse to a desired location on the screen, (2) click, (3) double click, (4) click and drag. Visual observations will be used to check the progress of each student's mouse skills.	Students will be assisted in the movements and clicks by the teacher.
Cycle 8 - 13	Students will type all letters on the keyboard to show that the letters are not in alphabetical order.	What can I do with a keyboard?	1A-CS-01	Mouse, Keyboard, Screen, Mousepad	Students will complete an online keyboarding activity. The activity requires students to type letters.	Students may be assisted in locating letters if needed.
Cycle 14	Students will write in formal letter format using a greeting, a body, and a closing. They will also use the built in grammar and spell check to correct any errors.	What devices may be connected to the computer?	1A-CS-01, 1A-CS-03, 1A-DA-05, 1A-IC-18	Mouse, Keyboard, Screen, Mousepad, Print	Students will be assessed upon the completion and printing of a Letter to Santa.	Students may be directed to use words from a word bank and/or write fewer sentences if differentiation is required.
Cycle 15	Computer Science Education Week: Hour of Code	How can I design, code, test, and execute a program that corresponds to a set of specifications using Block Coding? 2. How can a student use appropriate algorithms to solve a problem? 3. Why is it important to select appropriate programming structures? 4. Can you explain and create variables? 5. Can you explain conditionals and use them in a program?	1A-AP-07 through 1A-AP-15	Block Code	Students will participate in the global Hour of Code event by celebrating different activites in computer science.	Reteach and Small Group Instruction
Cycle 16	Students will use the internet to navigate to different websites, use the back arrow to change pages, and exit out when finished.	How can I design, code, test, and execute a program that corresponds to a set of specifications using Block Coding? 2. How can a student use appropriate algorithms to solve a problem? 3. Why is it important to select appropriate programming structures? 4. Can you explain and create variables? 5. Can you explain conditionals and use them in a program?	1A-AP-07 through 1A-AP-15	Block Code	Students will participate in the global Hour of Code event by celebrating different activites in computer science.	Reteach and Small Group Instruction
Cycle 17 - 21	Students will use the mouse and keyboard to utilize the brushes and tools in Paint.	How do I combine the mouse and keyboard to create works of art on a computer software?	1A-CS-02 1A-CS-03	Paint, Open, Search, Paint Brush, Size, Color, Paint Bucket, Shapes	Each day, the students will need to perform simple tasks to learn the new tools.	Reteach and Small Group Instruction
Cycle 22	The main goal of this lesson is to build students' experience with computers. By covering the most basic computer functions such as clicking, dragging, and dropping, we are creating a more equal playing field in the class for future puzzles. This lesson also provides a great opportunity to introduce basic computer hardware terminology, potentially including "mouse", "trackpad" or "touchscreen", depending on your devices.	How do students relate previous computer skills to an online programming curriculum?	1A-IC-16, 1A-AP-11, 1A-CS-02, 1A-CS-03, 1A-IC-17, 1A-IC-18	Drag, Drop	Students will complete self-paced syntax puzzles and progress through the online student curriculum. Overall, informal assessment will be used to guage student engagement.	Student work is self paced. Students who do not know proper techniques will be pulled aside for one on one instruction.
Cycle 23 - 25	Students will develop sequential algorithms to move a squirrel character from one side of a maze to the acorn at the other side. To do this they will stack code blocks together in a linear sequence.	How do I sequence commands in a logical order?	1A-IC-16, 1A-AP-11, 1A-CS-02, 1A-CS-03, 1A-IC-17, 1A-IC-18	Algorithm, Bug, Debugging, Program, Programming	Students will complete self-paced syntax puzzles and progress through the online student curriculum. Overall, informal assessment will be used to guage student engagement.	Student work is self paced. Students who do not know proper techniques will be pulled aside for one on one instruction.
Cycle 26	Students will practice their typing skills and letter recognition of the keyboard by completing two typing activities.	How can I improve my typing speed and letter recognition?	1A-CS-01	Mouse, Keyboard, Screen, Mousepad	Students will complete an online keyboarding activity. The activity requires students to type letters.	Reteach and Small Group Instruction
Cycle 27 - 30	Students will construct a program using structures that repeat areas of code and improve existing code by finding areas of repetition and moving them into looping structures	How can I fix areas of code that include a bug? Can code be shortened to repeat patterns?	1A-IC-16, 1A-AP-11, 1A-CS-02, 1A-CS-03, 1A-IC-17, 1A-IC-18	Block Code, Loop, Repeat	Students will complete self-paced syntax puzzles and progress through the online student curriculum. Overall, informal assessment will be used to guage student engagement.	Student work is self paced. Students who do not know proper techniques will be pulled aside for one on one instruction.
Cycle 31 - 33	Students will type all letters and basic punctuation keys, type words and sentences, and use the space bar and enter key.	How do I use an online document for writing words and sentences?	1A-CS-01, 1A-CS-03, 1A-DA-05, 1A-IC-18	Toolbar, Font, Font Size, Font Style, Font Color, Highlight	Students will complete an online keyboarding activity. The activity requires students to type letters (lowercase and capital), spaces, and punctuation marks.	Students will model how to use both hands to type certain keys on the keyboard.

Cycle 34 - 35	Students will practice their typing skills and letter recognition of the keyboard by completing two typing activities.	How can I improve my typing speed and letter recognition?	1A-CS-01	Mouse, Keyboard, Screen, Mousepad	Students will complete an online keyboarding activity. The activity requires students to type letters.	Reteach and Small Group Instruction