

COURSE NAME: Computer Applications 6			
UNIT: Keyboarding			NO. OF DAYS:12
KEY LEARNING(S): Keyboarding technique, skill building, and timed writings			
UNIT ESSENTIAL QUESTIONS: How do we use keyboarding to communicate?			
COMPETENCY: Students will be able to use proper keyboarding technique with accuracy and speed.			
CONCEPT	FORMATIVE ASSESSMENTS	SUMMATIVE ASSESSMENTS	SUGGESTED INSTRUCTIONAL ACTIVITIES
<p>Demonstrate which fingers control each letter key on the keyboard</p> <p>Use home key anchors</p> <p>Use proper spacing after common marks of punctuations</p> <p>Demonstrate proficiency on the numeric keypad</p> <p>Compose multiple words/short phrases at the keyboard</p>	<p>Discussions</p> <p>Observations</p> <p>Checklists</p>		<p>Complete keying lessons</p> <p>Complete various practice activities</p>

COURSE NAME: Computer Applications 6			
UNIT: OzoBot			NO. OF DAYS: 12
KEY LEARNING(S): Programming, Problem Solving, Trial and Error, Creativity			
UNIT ESSENTIAL QUESTIONS: How to I program the Evo to complete a task and then transfer that knowledge to other classes?			
COMPETENCY: Students will be able to program the Evo through a scene (ex: farm, circus, park, city) and use the program lines as the 'road'			
CONCEPT	FORMATIVE ASSESSMENTS	SUMMATIVE ASSESSMENTS	SUGGESTED INSTRUCTIONAL ACTIVITIES
Identify parts of the bot	Discussions	Formatted Documents	Define vocabulary
Work with the colors to program action of bot	Observations	Create original presentation	Complete various practice activities
Work with simple courses and experimentation of bot	Checklists		
Create 3-D visual of course with various coding requirements			