

**WAYNESBORO AREA SCHOOL DISTRICT CURRICULUM**

<b>COURSE NAME: Computer Applications 6</b>						
<b>UNIT: Keyboarding</b>					<b>NO. OF DAYS: 12 days</b>	
<b>KEY LEARNING(S): Keyboarding technique, skill building, and timed writings</b>						
<b>UNIT ESSENTIAL QUESTIONS: How do we use keyboarding to communicate?</b>						
<b>COMPETENCY: Students will be able to use proper keyboarding technique with accuracy and speed.</b>						
<b>STANDARD</b>	<b>CONCEPTS</b> Eligible Content & Skills	<b># OF DAYS</b>	<b>ESSENTIAL QUESTIONS</b> A = Acquisition ET = Extended Thinking	<b>RESOURCES/MATERIALS</b>	<b>TIER 2 VOCABULARY</b>	<b>TIER 3 VOCABULARY</b>
3.4.7.D2: Select and safely use appropriate tools, products and systems for specific tasks  15.4.12A: Apply the creative and productive use of emerging technologies for educational and personal success.	Demonstrate which fingers control each letter key on the keyboard  Use home key anchors  Use proper spacing after common marks of punctuations  Demonstrate proficiency on the numeric keypad  Compose multiple words/short phrases at the keyboard	16	What are the home row keys?  Why is it important to keep your wrists up?  Why is it important to learn to key?  How can I pick up speed when keying to make myself more employable?	Keyboarding Program Computer Projector/Promethean Board	<ul style="list-style-type: none"> <li>• Keyboard</li> <li>• Monitor</li> <li>• Space bar</li> <li>• Number</li> <li>• document</li> </ul>	<ul style="list-style-type: none"> <li>• Cursor</li> <li>• Insertion point</li> <li>• Technique</li> <li>• Word Scale</li> <li>• Word Wrap</li> <li>• Edit</li> <li>• Internet address</li> </ul>
<b>COURSE NAME: Computer Applications 6</b>						
<b>UNIT: OzoBots</b>					<b>NO. OF DAYS: 12</b>	
<b>KEY LEARNING(S): Programming, Problem Solving, Trial and Error, Creativity</b>						
<b>UNIT ESSENTIAL QUESTIONS: How to I program the Evo to complete a task and then transfer that knowledge to other classes?</b>						
<b>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'</b>						

STANDARD	CONCEPTS Eligible Content & Skills	# OF DAYS	ESSENTIAL QUESTIONS A = Acquisition ET = Extended Thinking	RESOURCES/ MATERIALS	TIER 2 VOCABULARY	TIER 3 VOCABULARY
<p>15.4.8.D Create projects using emerging input technologies.</p> <p>15.4.8.M Explore and describe how emerging technologies are used across different career paths.</p>	<p>Identify parts of the bot</p> <p>Work with the colors to program action of bot</p> <p>Work with simple courses and experimentation of bot</p> <p>Create 3-D visual of course with various coding requirements</p>	12	<p>How can computing and the use of computational tools foster creative expression?</p> <p>How does computing enhance human communication, interaction, and cognition?</p> <p>How are programs developed to help people, organizations or society solve problems?</p>	<p>Computer Projector/Promethean Board Bots Paper Markers</p>	<ul style="list-style-type: none"> <li>• Binary</li> <li>• Bot</li> <li>• Call</li> <li>• Function</li> <li>• Variable</li> <li>• Code</li> <li>• Command</li> <li>• Conditionals</li> <li>• Define</li> <li>• Event</li> <li>• Iteration</li> <li>• Loop</li> <li>• Output</li> <li>• Pattern Matching</li> <li>• Program</li> <li>• Programming</li> <li>• Repeat</li> </ul>	<ul style="list-style-type: none"> <li>• Block-based programming language</li> <li>• Computational Thinking</li> <li>• Computer Science</li> <li>• Debugging</li> <li>• For Loop</li> <li>• Function Call</li> <li>• Function Definition</li> <li>• If-Statement</li> <li>• Run Program</li> <li>• While Loop</li> </ul>