

Long Range Plans

September CS Standards

- 1.EL.D.1 Locate and use letter, number, punctuation, and special function keys (shift, backspace, delete).
- 1.DC.C.1 Articulate what is allowed and what is not allowed at school when using technology.
- 1.CT.C.1 Identify and describe simple hardware and software problems (headphones, keyboard, mouse unplugged, volume too loud, etc.)
- 1.NI.C.1 Explain why we keep personal information private.

October CS Standards

- 1.IC.SI.1 Working respectfully and responsibly with others online.
- 1.KC.A.1 Collaborate with others using digital resources to learn about high interest topics.
- 1.CC.A.1 Choose different tools for creating something new or for communicating with others.
- 1.CC.B.1 Create an original work using a variety of digital tools as a means of personal or group expression.

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November CS Standards

- **1.CT.A.1 Use data to answer an authentic problem using digital tools.**
- **1.CT.B.1 Identify patterns and predict possibilities with classroom data using digital tools.**

December- Code.org Course A (CS standards)

- **1.AP.PD.1 Describe the iterative process of program development (terms, steps, logic of choices)**
- **1.AP.V.1 Model the way programs store and manipulate data by using numbers or other symbols to represent information.**
- **1.DA.S.1 Recognize that a variety of data can be stored in and retrieved from a computing device.**
- **1.CS.D.1 Select and operate appropriate device and software to perform a variety of tasks, and recognize that users have different needs and preferences for the technology they use.**

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Jan Code.org Course B

- **1.ID.C.1 Use a design process to develop ideas or creations, and test their design and redesign if necessary.**
- **1.ID.D.1 Demonstrate perseverance when working to complete a challenging task.**

Feb Lego Robotics

- ★ **Lego Robotics We Do 2.0 Core Set includes 35 lessons with varied aligned standards for grades 1 through 5.**
- ★ **Includes 4 lessons for 1-2 graders: Spy Robot, Moving Satellite, Glowing Snail, Cooling Fan**

Long Range Plans

March, April, May Engineering Design Standards

- **k-2.ETS1-1 Ask questions, make observations and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.**
- **K-2-ETS1-2 Develop a simple sketch, drawing or physical model to illustrate how the shape of an object helps it function as needed to solve a given problem.**
- **K-2-ETS1-3 Analyze data from tests of two objects designed to solve the same problem to compare the strengths and weaknesses of how each performs.**

Example of Lego We Do 2.0 Lesson

4. Program the model

(3 minutes)

This program will make the snail show a flash of green light.

1. Create the program shown by dragging and dropping the relevant program block(s) onto the screen.
2. Press the default color number (1) and change it to green (5).
3. Press the yellow Start Block to run the program.

Explain to each other how the snail works.

Once the students have created and
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