Ist - 2 nd Grade	3 rd - 5 th Grade
Online Safety and Digital Citizenship	Online Safety and Digital Citizenship
(CIPA Compliance)	(CIPA Compliance)
I. Introduction to Digital Citizenship: Cyberbullying	I. Cyberbullying: A Sticky Situation Part I - Level 3
2. Introduction to Online Safety: Protecting Your Privacy	2. Cyberbullying: A Sticky Situation Part 2 - Level 3
	3. Netiquette in Online Communication
Keyboarding	Keyboarding
I. Keyboarding: Locate and Type Letters A, B, C,	I. Keyboarding: Home Row
D, and E 2. Keyboarding: Locate and Type Letters F, G, H, I, and J	2. Keyboarding: Upper Row
	3. Keyboarding: Lower Row
3. Keyboarding: Locate and Type Letters K, L, M,	4. Keyboarding: Number Row
N, and 0 4. Keyboarding: Locate and Type Letters P, Q, R, S, and T	5. Keyboarding: Shift Key
	6. Keyboarding: Shift Key for Capitals and Symbols
5. Keyboarding: Locate and Type Letters U, V, W, X, Y, and Z	7. Keyboarding: Cursor, Spacebar, Backspace, Enter and Words
6. Keyboarding: Locate and Type Numbers	8. Keyboarding: Cursor, Arrows, and Tab
7. Keyboarding: Shift Key	9. Adaptive Keyboarding: The Great Keyboarding
8. Keyboarding: Cursor, Spacebar, Backspace, Enter and Words	Adventure
9. Keyboarding: Cursor, Arrows, and Tab	
10. Adaptive Keyboarding: The Great Keyboarding Adventure	
Multimedia	Multimedia
I. Visual Mapping: Idea Webs	I. Visual Mapping: Idea Webs
2. Visual Mapping: Formats and Outlines	2. Visual Mapping: Formats and Outlines
3. Multimedia: Drawing lines and shapes to tell story	
4. Multimedia: Drawing and filling shapes using graphic tools	

I st - 2 nd Grade	3 rd - 5 th Grade
Computer Science	Computer Science
I. Code Monkey	I. Code Monkey
2. Computational Thinking: Patterns	2. Computational Thinking: Algorithms
3. Computational Thinking: Directions	3. Computational Thinking: Modeling
IT Fundamentals	IT Fundamentals
I. Introduction to Computer Fundamentals	I. Computer Fundamentals: Symbols of Technology
2. Computer Fundamentals: Intro to Pointer De vices	2. Hardware Fundamentals: Mobile Devices
3. Computer Fundamentals: Pointers and Making Choices	3. Hardware Fundamentals: Network Basics4. Software Fundamentals: Desktop
4. Computer Fundamentals: Data Storage	5. Software Fundamentals: Windows and Controls
5. Computer Fundamentals: Mouse, Select, Drag, and Double-click	6. Software Fundamentals: Toolbars and Menus
6. Computer Fundamentals: Using a Pointer Devic e to Move Objects	7. Software Fundamentals: Software and File Formats
7. Computer Fundamentals: Processors, Input a nd Output Devices	
8. Computer Fundamentals: Using a Pointer Device to Move Objects	
9. Computer Fundamentals: Selecting Multiple Objects	
10. Hardware Fundamentals: Printer	
II. Software Fundamentals: Desktop	

let and C I	and Eth Co
I st - 2 nd Grade	3 rd - 5 th Grade
Business Applications	Business Applications
I. Word Processing: Basic Document Creation	I. Word Processing: Creating and Organizing Content
2. Word Processing: Formatting Text	2. Word Processing: Revising and Formatting
3. Finding Information	3. Word Processing: Page Layout
4. Spreadsheets: Parts	4. Presentations: Composing Slides
5. Spreadsheets: Navigating Cells, Rows, and Columns	5. Presentations: Enhancing Slides
6. Spreadsheets: Cell Formatting	6. Spreadsheets: Navigating Cells, Rows, and Column s
7. Spreadsheets: Columns and Rows	7. Spreadsheets: Cell Formatting
	8. Spreadsheets: Columns and Rows
	9. Spreadsheets: Using Formulas to Add and Subtract
	IO. Spreadsheets: Using Formulas to Multiply and Divide
	II. Databases: Planning and Building a Database
	12. Databases: Designing Queries and Reports
	l3. Databases: Performing Searches and Filtering Data
	14. Databases: Sort and Filter