

	27 Days	The recommended number of days/lessons is less than the number of days in the grading	
Cycle 1	Cycle 1 Aug 23 - Oct 1	cycle to accommodate differentiated instruction, extended learning time, and assessment days. Complete instructional planning information and support are in the HISD Curriculum documents.	

Overview

Online Safety and Digital Citizenship: Online Safety & Digital Citizenship curriculum teaches students how to be safe by educating them about online safety, the responsible use of technology and digital fair use rules.

IT Fundamentals (formerly Hardware/Software Fundamentals): Hardware and Software Fundamentals teaches students about computer systems, hardware and software, including the ethical use issues surrounding them.

Houston ISD's digital literacy textbook can be found in the HUB under Learning.com. Learning.com lessons are noted throughout the Scope and Sequence with the notation LCOM prior to the lesson name.

Topic(s)	Suggested Pacing and Lesson(s)	Texas Essential Knowledge and Skills/Student Expectations (TEKS/SEs) The student will:
Online Safety & Digital Citizenship Week 1- 5	Week 1: LCOM (D) Working Online (30 min)	Online Safety and Digital Citizenship: K-2.5. Digital citizenship. The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to: (A) adhere to acceptable use policies reflecting appropriate
	Practice Logging into Computer LCOM (AE)	behavior in a digital environment; (B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws;
	Working Online Reflection (5 min)	IT Fundamentals (formerly Hardware/Software Fundamentals: K-2.1. Creativity and innovation. The student uses creative thinking and innovative processes to construct knowledge and develop digital
	Week 2: LCOM (AE) Following Computer Rules (Whole Group) (20 min)	products. The student is expected to: (C) explore virtual environments, simulations, models, and programming languages to enhance learning; K-2.2. Communication and collaboration. The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to: (A) use communication tools that allow for anytime, anywhere
	LCOM (AE) Lab Rules Sign (30 min)	access to interact, collaborate, or publish with peers locally and globally; K-2.5. Digital citizenship. The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:
	Week 3: LCOM (D) Open Communication Basics (30 min)	 (A) adhere to acceptable use policies reflecting appropriate behavior in a digital environment; (B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws;
	Practice logging in to LCOM	
	LCOM (R) Open Communication Reflection	

GLOBAL GRADUATE

















(5 min)

Week 4:

Common Sense Education via LCOM (L) Putting a STOP to Online Meanness (35 min)

LCOM (Video) Introduction to Digital Citizenship: Cyberbullying (5 min)

IT Fundamentals Weeks 5-6

Week 5:

LCOM (L) Symbols of Technology (12 min)

LCOM (L) Mouse, Select, Drag and Doubleclick (8 min)

Week 6:

LCOM (L) Windows and Controls (12 min)

LCOM (L) Toolbars and Menus (12 min)

		\ 12 111111					
	Vocabulary						
Week 1	Week 2	Week 3	Week 4	Week 5	We	ek 6	
online offline	Pictures Computer Language Arts	complete/ incomplete balance device	common sense education online online safety kindness digital citizen cyberbully internet	video technology audio symbol CD function mouse drag and drop double click cursor select pointer	scroll bar maximize dialog box minimize text box radio button resize restore windows spinner	dropdown menu checkbox symbols online help toolbar icon properties menu mouseover	



















Cycle 2	29 Days	The recommended number of days/lessons is less than the number of days in the grading cycle to
Cycle 2	Oct 5 - Nov 12	accommodate differentiated instruction, extended learning time, and assessment days. Complete instructional planning information and support are in the HISD Curriculum documents.

Keyboarding: Teach students typing basics in early grades and progressively increase their accuracy and speed in later grades with the below keyboarding lessons and drills. Adaptive Keyboarding will assess student's typing strengths and prescribe custom typing activities to meet their individual needs.

Online Safety & Digital Citizenship: Online Safety & Digital Citizenship curriculum teaches students how to be safe by educating them about online safety, the responsible use of technology and digital fair use rules.

Topic(s)	Suggested Pacing and Lesson(s)	Texas Essential Knowledge and Skills/Student Expectations (TEKS/SEs) the student will:
Online Safety	Week 1:	Keyboarding:
and Digital	Common Sense Education via	K-2.6. Technology operations and concepts. The student
Citizenship	LCOM (L)	demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:
Week 1	That's Private!	(C) perform basic software application functions, including opening
	(30 min)	an application and creating, modifying, printing, and saving files;
	L COM (L)	(D) use a variety of input, output, and storage devices
	LCOM (L)	(E) use proper keyboarding techniques such as ergonomically
	Introduction to Online Safety: Protecting Your Privacy	correct hand and body positions appropriate for Kindergarten-Grade
	(4 min)	2 learning; (F) demonstrate keyboarding techniques for operating the alphabetic,
	(4 111111)	numeric, punctuation, and symbol keys appropriate for Kindergarten-
	Week 2:	Grade 2 learning
Keyboarding	LCOM (L)	
Weeks 2-6	Locate and Type ABCDE (7min)	Online Safety and Digital Citzenship:
	FGHIJ (7 min)	K-2.5. Digital citizenship. The student practices safe, responsible,
	, ,	legal, and ethical behavior while using digital tools and resources.
	LCOM (L)	The student is expected to:
	Locate and Type Numbers	(A) adhere to acceptable use policies reflecting
	(10 min)	appropriate behavior in a digital environment;
		(B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws;
	Week 3:	galacimos, and copyright laws,
	LCOM (AE)	
	Typing Numbers (30 min)	
	(30 11111)	
	Week 4:	
	LCOM (L)	
	ABCDE (7 min)	
	FGHIJ (7 min)	
	KLMNO (7 min)	
	, ,	
	Week 5:	
	LCOM (L)	
	ABCDE (7 min)	
	FGHIJ (7 min)	
	KLMNO (7 min)	
	PQRST (6 min)	



















HISD Academic Instructional Technology EMPOWERING EDUCATION EVERY DAY

2021-22 Scope and Sequence

Technology Applications - Second Grade

Week 6: LCOM (L) ABCDE (7 min) FGHIJ (7 min) KLMNO (7 min) PQRST (6 min) UVWXYZ (10 min)

	Vocabulary							
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6			
common sense education private online personal information app private log off pretend lock screen tablet stranger online safety internet	key A keyboard phonics B C letters D E alphabet keyboarding key keyboarding shape recognition keyboard 1–9 counting numbers	Counting Patterns Keyboard Math	A, B, C, D, E F, G, H, I, J K, L, M, N, O key keyboard phonics letters alphabet keyboarding	A, B, C, D, E F, G, H, I, J K, L, M, N, O P, Q, R, S, T key keyboard phonics letters alphabet keyboarding	A, B, C, D, E F, G, H, I, J K, L, M, N, O P, Q, R, S, T U, V, W, X, Y, Z key keyboard phonics letters alphabet keyboarding			

















HISD Academic Instructional Technology

EMPOWERING EDUCATION EVERY DAY

2021-22 Scope and Sequence

Technology Applications – Second Grade

Cy	/cl	е	3
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30 Days Nov 15 - Jan 14 The recommended number of days/lessons is less than the number of days in the grading cycle to accommodate differentiated instruction, extended learning time, and assessment days. Complete instructional planning information and support are in the HISD Curriculum documents.

Overview

Computer Science (formerly Computational Thinking and Coding Basics): This unit contains items that help students develop computational thinking skills in preparation for learning to write code and solve other problems. It also includes introductory coding instruction from EasyCode Foundations.

Topic(s)	Suggested Lesso			al Knowledge and S ectations (TEKS/SE The student will:		
Commuter Science	18/00	le 4 ·				
Computer Science	Wee		Computer Science(formerly Computational Thinking and Coc			
Weeks 1-6	LCOI		Basics):	•		
	Intro to		K-2.1. Creativity and innovation. The student uses creative thinking			
	(15 ו	min)	and innovative processe	s to construct knowled	ge and develop digital	
			products. The student is			
	LCO		(C) explore virtual enviro		nodels, and	
	Let's Be		programming languages			
	(30 ו	1111117	K-2.2. Communication a			
	,	,	and communicates both			
	Wee		resources to reinforce an	id promote learning. Th	e student is expected	
	LCO	M (L)	to:			
	Finding 7	- ` ´ l	(A) use communication t			
	1 (30)		anywhere access to inte		blish with	
	(301	,	peers locally and globall K-2.4. Critical thinking, p		sciolar making. The	
	Wee					
		-	student applies critical- thinking skills to solve problems, guide research, and evaluate projects using digital tools and resources.			
	LCOI	•• (-)	The student is expected		ois and resources.	
	Practice Ma	KCS I CIICOL	(A) identify what is known and unknown and what needs to be			
	(30 ו		known regarding a probl			
			problem;			
	Week 4:		K-2.6. Technology operations and concepts. The student			
	LCOM (L)		demonstrates knowledge and appropriate use of technology systems,			
	On Repeat		concepts, and operations. The student is expected to:			
	1 00)		(A) use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and			
	Week 5: LCOM (L)		emerging technologies;			
			(C) perform basic software application functions, including opening			
	Loc	ps	an application and creating, modifying, printing, and saving files;			
	(30 ו	min)				
	,	,				
	Wee	k 6:				
	LCO					
	Not Just Loops					
	(35					
	, , , ,		abulary			
	T					
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	
direction/orientation	coding	subproblems	advanced	loop	loop	
logic	sequencing		sequencing	conditional loop	until loop	
sequencing	programming			preset		
algorithms						
1			1	1		

GLOBAL GRADUATE





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	27 Days	The recommended number of days/lessons is less than the number of days in the grading
Cycle 4	Jan 19 – Feb 25	cycle to accommodate differentiated instruction, extended learning time, and assessment days. Complete instructional planning information and support are in the HISD Curriculum documents.
Overview		

Overview

<u>IT Fundamentals</u> (formerly Hardware/Software Fundamentals): Hardware and Software Fundamentals teaches students about computer systems, hardware and software, including the ethical use issues surrounding them.

<u>Computer Science (formerly Computational Thinking and Coding Basics)</u>: This unit contains items that help students develop computational thinking skills in preparation for learning to write code and solve other problems.

Keyboarding: Teach students typing basics in early grades and progressively increase their accuracy and speed in later grades with the below keyboarding lessons and drills. Adaptive Keyboarding will assess student's typing strengths and prescribe custom typing activities to meet their individual needs.

Topic(s) Suggested Pacing and Lesson(s) Computer Science Week 1-2 Week 1-2 Week 1-2 Computational Thinking: Patterns (15 min) LCOM (L) Computational Thinking: Directions (15 min) Week 2: LCOM (Quiz) Patterns & Directions Quiz (10 min) IT Week 3: LCOM (L) Data Storage (7 min) LCOM (AE) Computer Parts Memory (25 min) Keyboarding Week 4-6 Week 4: LCOM (L) Shift Key for Capital & Symbols (10 min) Keyboarding Week 4-6 Keyboarding Week 4: LCOM (L) Shift Key for Capital & Symbols (10 min) Week 4: LCOM (L) Shift Key for Capital & Symbols (10 min) Trans Essential Knowledge and Skills/Student Expectations (TEKS/SEs) The student will: K-2.1 Creativity and innovation. The student uses creative thinking and innovative processes to construct knowledge and develop digital tools and resources to reinforce and promote learning. The student is expected to: (A) use communicates both locally and globally using digital tools and resources to interact, collaborate, or publish with peers locally and globally: (A) use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally: (A) adhere to acceptable use policies reflecting appropriate behavior in a digital environment; (B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws; Computer Science (formerly Computational Thinking and Coding Basics): (C) explore virtual environments, simulations, models, and programming languages to enhance learning. (C) use provide virtual environments, simulations, models, and programming languages to enhance learning. (A) user of virtual environments, simulations, models, and programming languages to enhance learning. (C) explore virtual environments, simulations, models, and programming languages to enhance learning. (C) explore virtual environments, simulations, models, and	Tania(a)	Our rested Design and Large (2)	Tavas Facantial Knowledge and Okilla/Otycles
The student will: Computer Science LCOM (L)	i opic(s)	Suggested Pacing and Lesson(s)	
Computer Science			
Science Week 1-2 LCOM (L) Computational Thinking: Patterns (15 min) LCOM (L) Computational Thinking: Directions (15 min) LCOM (L) Computational Thinking: Directions (15 min) Week 2: LCOM (Quiz) Patterns & Directions Quiz (10 min) Week 3: LCOM (L) Data Storage (7 min) LCOM (AE) Computer Parts Memory (25 min) Keyboarding Week 4: LCOM (L) Shift Key for Capital & Symbols (10 min) LCOM (L) Shift Key for Capi			
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develop digital products. The student is expected to: (C) explore virtual environments, simulations, models, and programming languages to enhance learning; K-2.2. Communication and collaboration. The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to: (A) use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally; K-2.5. Digital citizenship. The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to: (A) adhere to acceptable use policies reflecting appropriate behavior in a digital environment; (B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws; Computer Science (formerly Computational Thinking and Coding Basics): Keyboarding Week 4: LCOM (L) Shift Key for Capital & Symbols (10 min) Computer Science (formerly Computational Thinking and develop digital products. The student uses creative thinking and innovative processes to construct knowledge and develop digital products. The student is expected to: (C) explore virtual environments, simulations, models, and programming languages to enhance learning; K-2.2. Communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally. K-2.5. Digital citizenship. The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to: (B) computer Science (formerly Computational Thinking and coding Basics): Keyboarding Week 4: LCOM (L) Shift Key for Capital & Symbols (10 min)			
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(A) identify what is known and unknown and what needs to be known regarding a problem and explain the steps to solve the	Weeks 4-6		
known regarding a problem and explain the steps to solve the			
		(10 min)	
			problem;
K-2.6. Technology operations and concepts. The student			

GLOBAL GRADUATE

















HISD Academic Instructional Technology

EMPOWERING EDUCATION EVERY DAY

2021-22 Scope and Sequence

Technology Applications – Second Grade

LCOM (L) Cursor, Spacebar, Backspace, Enter & Words (10 min)

Week 5:

LCOM (L) Cursor, Arrows & Tab (9 min)

LCOM (Discussion) **Touch Keyboarding** (30 min)

Week 6:

LCOM (L) Keyboarding Home Row (13 min)

> LCOM (GP) Home Row F & J (4 min)

> > LCOM (GP) Home Row D, K & J, F (4 min)

demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:

- (A) use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies;
- (C) perform basic software application functions, including opening an application and creating, modifying, printing, and saving files;

Keyboarding:

K-2.1. Creativity and innovation. The student uses creative thinking and innovative processes to construct knowledge and develop digital products. The student is expected to:

(C) explore virtual environments, simulations, models, and programming languages to enhance learning:

K-2.6. Technology operations and concepts. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:

perform basic software application functions, including opening an application and creating, modifying, printing, and saving files;

use a variety of input, output, and storage devices; (E)use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning;

demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning;

Week 1 & Week 2	Week 3	Week 4		Week 5	Week 6	
patterns rules repeat problem solving directions	drive DVD disk data storage device flash drive write optical drive USB CD read hard drive Language Arts Vocabulary Word	keyboarding capital letters key shift key plus symbol exclamation point keyboard equal sign phonics mathematical expressions question mark	enter phonics keyboard space key return spacebar letters backspace keyboarding delete word	space keyboarding left key enter right tab backspace curser up letters down phonics delete arrow	finger placement letters key reach keys keyboarding posture home row keys touch keys punctuation keyboard Practice	Keyboarding Typing Muscle Memory Home Row Typing Home Row Muscle Memory Keyboarding Practice

Vocabulary

GLOBAL GRADUATE









Recognition

Computer





exclamatory

sentences minus



Click this link to view Learning.com's curriculum item descriptions

keyboard



	33 Days	The recommended number of days/lessons is less than the number of days in the grading cycle
Cycle 5	Feb 28 – Apr 22	to accommodate differentiated instruction, extended learning time, and assessment days. Complete instructional planning information and support are in the HISD Curriculum documents.
Overview		

Keyboarding: Teach students typing basics in early grades and progressively increase their accuracy and speed in later grades with the below keyboarding lessons and drills. Adaptive Keyboarding will assess student's typing strengths and prescribe custom typing activities to meet their individual needs.

Online Safety and Digital Citizenship (formerly Internet Usage & Online Communication): The Internet Usage and Online Communication unit teaches students vital skills for successfully navigating and searching the World Wide Web such as browsing basics, keyword searches, research strategies, information sourcing and ethics, and examination of information validity. Students also learn the basics of online communication such as email, instant messaging, blogs, community sites, podcasting, and digital collaboration.

Topic(s)	Suggested Pacing and Lesson(s)	Texas Essential Knowledge and Skills/Student Expectations (TEKS/SEs) The student will:
Keyboarding Weeks 1-3	Week 1: LCOM (GP) Home Row S & L	Keyboarding: K-2.1. Creativity and innovation. The student uses creative thinking and innovative processes to construct knowledge and develop digital products. The student is expected to: (C) explore virtual environments, simulations, models, and
	(4 min) LCOM (GP)	programming languages to enhance learning; K-2.6. Technology operations and concepts. The student demonstrates knowledge and appropriate use of technology
	Home Row A & ;	systems, concepts, and operations. The student is expected to: (C) perform basic software application functions, including
	(4 min)	opening an application and creating, modifying, printing, and saving files; (D) use a variety of input, output, and storage devices;
	LCOM (GP) Add G & H (5 min)	(E) use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning;
	LCOM (GP) Review Home Row	demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning
	(8 min)	Online Safety and Digital Citizenship (formerly Internet Usage & Online Communication): K-2.1. Creativity and innovation. The student uses creative thinking
	Week 2: LCOM (L) Upper Row	and innovative processes to construct knowledge and develop digital products. The student is expected to: (A) apply prior knowledge to develop new ideas, products, and processes;
	(14 min)	(C) explore virtual environments, simulations, models, and programming languages to enhance learning;
	LCOM (L) Lower Row (13 min)	K-2.2. Communication and collaboration. The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to:
	Week 3:	(A) use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally;
	LCOM (L) Number Row (12 min)	K-2.3. Research and information fluency. The student acquires and evaluates digital content. The student is expected to: (A) use search strategies to access information to guide inquiry;

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HISD Academic Instructional Technology EMPOWERING EDUCATION EVERY DAY

2021-22 Scope and Sequence

Technology Applications – Second Grade

Online Safety and **Digital Citizenship** Weeks 4-6

LCOM (L) Shift Key (11 min)

Week 4:

LCOM (L) Online Information Basics (15 min)

> LCOM (Discussion) Safe Site Strategies (30 min)

Week 5:

Common Sense Education via LCOM (Lesson) Who is in Your Online Community? (30 min)

Week 6:

LCOM (L) Browsing & URLs (15 min)

LCOM (L) Safe & Effective Online Searches (15 min)

- (B) use research skills to build a knowledge base regarding a topic, task, or assignment; and
- K-2.4. Critical thinking, problem solving, and decision making. The student applies critical-thinking skills to solve problems, guide research, and evaluate projects using digital tools and resources. The student is expected to:
- (A) identify what is known and unknown and what needs to be known regarding a problem and explain the steps to solve the
- K-2.5. Digital citizenship. The student practices safe. responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:
- (A) adhere to acceptable use policies reflecting appropriate behavior in a digital environment;
- (B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws; and K-2.6. Technology operations and concepts. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:
- (C) perform basic software application functions, including opening an application and creating, modifying, printing, and saving files;
- (D) use a variety of input, output, and storage devices

Vocabulary						
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	
Muscle Memory Keyboarding Home Row Practice Typing	upper row keys posture key finger placement punctuation reach keys keyboarding keyboard letters touch keys lower row keys	number row keys keyboard punctuation lower row keys finger placement keyboarding numbers letters reach keys key touch keys posture keyboarding capital	website hyperlinks web page Internet World Wide Web safe unsafe	common sense education internet community	software display window hardware address bar World Wide Web web browser protocol website URL web page hostname bookmark domain name server	

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HISD Academic Instructional Technology EMPOWERING EDUCATION EVERY DAY

2021-22 Scope and Sequence Technology Applications - Second Grade

 cerniology Applications - occor	10 0100
symbols	Internet Uniform Resource
	Locator
	path
	web address
	category
	research
	keyword
	privacy
	hyperlinks
	search engine
	online privacy
	online safety
	keyword search
	safety
	category search













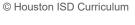


Cycle 6	31 days	The recommended number of days/lessons is less than the number of days in the grading cycle to
Cycle 6	Apr 25-June 7	accommodate differentiated instruction, extended learning time, and assessment days. Complete instructional planning information and support are in the HISD Curriculum documents.

Multimedia (formerly Visual Mapping): Students learn to create visual maps, idea webs, diagrams, and groups of information based on classification.

Business Applications (formerly Word Processing): Students gain familiarity with common word processing tools, basic document creation and formatting text.

Topic(s)	Suggested Pacing and Lesson(s)	Texas Essential Knowledge and Skills/Student Expectations (TEKS/SEs) The student will:
Multimedia Week 1 Business Applications Weeks 2-4	Week 1: LCOM (L) Idea Webs (12 min) LCOM (L) Formats & Outlines (12 min) Independent Practice Week 2: LCOM (L) Word Processing: Basic Document Creation (12 min) LCOM (L) Word Processing: Formatting Text (15 min) Week 3: LCOM (AE) Word Problems (30 min) Week 4: LCOM (AE) Correcting Words (20 min) Teacher-led Word Processing Assignment	Multimedia (formerly Visual Mapping): K-2.6.4 Critical thinking, problem solving, and decision making. The student applies critical thinking skills to solve problems, guide research, and evaluate projects using digital tools and resources. The student is expected to: (A) identify what is known and unknown and what needs to be known regarding a problem and explain the steps to solve the problem. (D) collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charts, multimedia, simulations, models and programming languages. K-2.6.6 technology operations and concepts. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to: (D) use a variety of input, output and storage devices. Business Applications (formerly Word Processing): K-2.6.2 Communication and collaboration. The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to: (C) format digital information, including form attributes, color, white space, graphics, and animation for a defined audience and communication medium K-2.6.4 Critical thinking, problem solving and decision making. The student applies critical thinking skills to solve problems, guide research and evaluate projects using digital tools and resources. The student is expected to: (B) evaluate the appropriateness of a digital tool to achieve the desired product. K-2.6.6 Technology operations and concepts. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to: (A) use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies. (C) perform basic software application functions, including opening an application and creating, modifying, printing, and saving files.

















HISD Academic Instructional Technology EMPOWERING EDUCATION EVERY DAY

2021-22 Scope and Sequence

Technology Applications - Second Grade

Capstone/EOY **Project** Weeks 5-6

Week 5: LCOM (Inquiry Project) Friendly Letters Pre-Test (10 min) Begin Project (45 min)

Week 6:

LCOM (Inquiry Project cont) Friendly Letters (45 min) Reflection (15 min)

V	0	ca	b	ul	a	ry	

Vocabulary						
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	
idea web	end punctuation	Problem Solving	Word Processing	salutation	salutation	
undo	text	Money	Software	author	author	
diagram	lowercase	Data Tables	Spelling	writing	writing	
main idea	period	Writing	Punctuation	letter body	letter body	
toolbar delete	open	Word Processing Software	Symbols	signature ELA	signature ELA	
bubble diagram	capitalization	Soliware	Language Arts Numbers	friendly letter	friendly letter	
linking	printing file		Hyphenation	inendiy letter	inendiy letter	
workspace	word processing		Пурпенацон			
visual mapping	exit					
objects	question mark					
graphic organizer	spacing					
outline	close					
writing process	save					
format	exclamation point					
tree diagram	cursor					
text	input					
orientation	erase					
	underline					
	bold					
	font size					
	paste					
	italic					
	font style					
	rhyme					
	clipboard					
	copy					
	reading					
	select					
	cut					
	font	1	1	1		











