

<b>Cycle 1</b>	<b>27 Days</b>	<i>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.</i>
	<b>Aug 23 - Oct 1</b>	

**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:
<b>Online Safety &amp; Digital Citizenship</b> Week 1- 5	<p><b>Week 1:</b>                      LCOM (D)                      Working Online                      (30 min)</p> <p>Practice Logging into Computer</p> <p>LCOM (AE)                      Working Online                      Reflection                      (5 min)</p> <p><b>Week 2:</b>                      LCOM (AE)                      Following Computer Rules                      (Whole Group)                      (20 min)</p> <p>LCOM (AE)                      Lab Rules Sign                      (30 min)</p> <p><b>Week 3:</b>                      LCOM (D) Open                      Communication Basics                      (30 min)</p> <p>Practice logging in to LCOM</p> <p>LCOM (R)                      Open Communication Reflection</p>	<p><b>Online Safety and Digital Citizenship:</b>                      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;</p> <p><b>IT Fundamentals (formerly Hardware/Software Fundamentals):</b>                      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-2.2. 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;</p>



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## 2021-22 Scope and Sequence Technology Applications – Second Grade

<p><b>IT Fundamentals</b> Weeks 5-6</p>	<p>(5 min)</p> <p><b>Week 4:</b> Common Sense Education via LCOM (L) Putting a STOP to Online Meanness (35 min)</p> <p>LCOM (Video) Introduction to Digital Citizenship: Cyberbullying (5 min)</p> <p><b>Week 5:</b> LCOM (L) Symbols of Technology (12 min)</p> <p>LCOM (L) Mouse, Select, Drag and Double-click (8 min)</p> <p><b>Week 6:</b> LCOM (L) Windows and Controls (12 min)</p> <p>LCOM (L) Toolbars and Menus (12 min)</p>	
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### Vocabulary

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



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## 2021-22 Scope and Sequence Technology Applications – Second Grade

<b>Cycle 2</b>	<b>29 Days</b>	<i>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.</i>
	<b>Oct 5 - Nov 12</b>	
<b>Overview</b>		
<p><b>Keyboarding:</b> 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.</p> <p><b>Online Safety &amp; Digital Citizenship:</b> Online Safety &amp; 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.</p>		
Topic(s)	Suggested Pacing and Lesson(s)	Texas Essential Knowledge and Skills/Student Expectations (TEKS/SEs) the student will:
<b>Online Safety and Digital Citizenship</b> Week 1  <b>Keyboarding</b> Weeks 2-6	<p><b>Week 1:</b> Common Sense Education via LCOM (L) That's Private! (30 min)</p> <p>LCOM (L) Introduction to Online Safety: Protecting Your Privacy (4 min)</p> <p><b>Week 2:</b> LCOM (L) Locate and Type... ABCDE (7min) FGHIJ (7 min)</p> <p>LCOM (L) Locate and Type Numbers (10 min)</p> <p><b>Week 3:</b> LCOM (AE) Typing Numbers (30 min)</p> <p><b>Week 4:</b> LCOM (L) ABCDE (7 min) FGHIJ (7 min) KLMNO (7 min)</p> <p><b>Week 5:</b> LCOM (L) ABCDE (7 min) FGHIJ (7 min) KLMNO (7 min) PQRST (6 min)</p>	<p><b>Keyboarding:</b> 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 (E) use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning; (F) demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning</p> <p><b>Online Safety and Digital Citizenship:</b> 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;</p>



	<b>Week 6:</b> 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

<b>Cycle 3</b>	<b>30 Days</b>	<i>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.</i>
	<b>Nov 15 - Jan 14</b>	

**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 Pacing and Lesson(s)	Texas Essential Knowledge and Skills/Student Expectations (TEKS/SEs) The student will:
<b>Computer Science</b> Weeks 1-6	<p><b>Week 1:</b> LCOM (L) Intro to Coding (15 min)</p> <p>LCOM (L) Let's Be Friends (30 min)</p> <p><b>Week 2:</b> LCOM (L) Finding Treasure (30 min)</p> <p><b>Week 3:</b> LCOM (L) Practice Makes Perfect (30 min)</p> <p><b>Week 4:</b> LCOM (L) On Repeat (30 min)</p> <p><b>Week 5:</b> LCOM (L) Loops (30 min)</p> <p><b>Week 6:</b> LCOM (L) Not Just Loops and Summary (35 min)</p>	<p><b>Computer Science(formerly Computational Thinking and Coding Basics):</b></p> <p>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;</p> <p>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;</p> <p>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 problem;</p> <p>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: (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;</p>

**Vocabulary**

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
direction/orientation logic sequencing algorithms counting	coding sequencing programming	subproblems	advanced sequencing	loop conditional loop preset	loop until loop



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2021-22 Scope and Sequence  
Technology Applications – Second Grade

## GLOBAL GRADUATE



Click this [link](#) to view Learning.com's curriculum item descriptions

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2021-2022

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# HISD | Academic Instructional Technology

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## 2021-22 Scope and Sequence Technology Applications – Second Grade

<b>Cycle 4</b>	<b>27 Days</b>	<i>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.</i>
	<b>Jan 19 – Feb 25</b>	

**Overview**

**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.

**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.

**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)	Texas Essential Knowledge and Skills/Student Expectations (TEKS/SEs) The student will:
<b>Computer Science</b> Week 1-2	<b>Week 1:</b> LCOM (L) Computational Thinking: Patterns (15 min)  LCOM (L) Computational Thinking: Directions (15 min)	<b>IT Fundamentals (formerly Hardware/Software Fundamentals):</b> 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-2.2. 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;  <b>Computer Science (formerly Computational Thinking and Coding Basics):</b> 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-2.4. 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; K-2.6. Technology operations and concepts. The student
<b>IT Fundamentals</b> Week 3	<b>Week 2:</b> LCOM (Quiz) Patterns & Directions Quiz (10 min)  <b>Week 3:</b> LCOM (L) Data Storage (7 min)  LCOM (AE) Computer Parts Memory (25 min)	
<b>Keyboarding</b> Weeks 4-6	<b>Week 4:</b> LCOM (L) Shift Key for Capital & Symbols (10 min)	

**GLOBAL GRADUATE**



Click this [link](#) to view Learning.com’s curriculum item descriptions



## 2021-22 Scope and Sequence Technology Applications – Second Grade

	<p>LCOM (L) Cursor, Spacebar, Backspace, Enter &amp; Words (10 min)</p> <p><b>Week 5:</b> LCOM (L) Cursor, Arrows &amp; Tab (9 min)</p> <p>LCOM (Discussion) Touch Keyboarding (30 min)</p> <p><b>Week 6:</b> LCOM (L) Keyboarding Home Row (13 min)</p> <p>LCOM (GP) Home Row F &amp; J (4 min)</p> <p>LCOM (GP) Home Row D, K &amp; J, F (4 min)</p>	<p>demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:</p> <p>(A) use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies;</p> <p>(C) perform basic software application functions, including opening an application and creating, modifying, printing, and saving files;</p> <p><b>Keyboarding:</b> 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;</p> <p>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; (E) use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning;</p> <p>demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning;</p>
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### Vocabulary

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





# HISD Academic Instructional Technology

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## 2021-22 Scope and Sequence Technology Applications – Second Grade

<b>Cycle 5</b>	<b>33 Days</b>	<i>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.</i>
	<b>Feb 28 – Apr 22</b>	

**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:
<b>Keyboarding</b> Weeks 1-3	<p><b>Week 1:</b> LCOM (GP) Home Row S &amp; L (4 min)</p> <p>LCOM (GP) Home Row A &amp; ; (4 min)</p> <p>LCOM (GP) Add G &amp; H (5 min)</p> <p>LCOM (GP) Review Home Row (8 min)</p> <p><b>Week 2:</b> LCOM (L) Upper Row (14 min)</p> <p>LCOM (L) Lower Row (13 min)</p> <p><b>Week 3:</b> LCOM (L) Number Row (12 min)</p>	<p><b>Keyboarding:</b> 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: (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; (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</p> <p><b>Online Safety and Digital Citizenship (formerly Internet Usage &amp; Online Communication):</b> 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: (A) apply prior knowledge to develop new ideas, products, and processes; (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-2.3. 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;</p>



## 2021-22 Scope and Sequence

### Technology Applications – Second Grade

<p><b>Online Safety and Digital Citizenship</b> Weeks 4-6</p>	<p>LCOM (L) Shift Key (11 min)</p> <p><b>Week 4:</b> LCOM (L) Online Information Basics (15 min)</p> <p>LCOM (Discussion) Safe Site Strategies (30 min)</p> <p><b>Week 5:</b> Common Sense Education via LCOM (Lesson) Who is in Your Online Community? (30 min)</p> <p><b>Week 6:</b> LCOM (L) Browsing &amp; URLs (15 min)</p> <p>LCOM (L) Safe &amp; Effective Online Searches (15 min)</p>	<p>(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 problem; 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</p>
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### Vocabulary

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



2021-22 Scope and Sequence  
Technology Applications – Second Grade

		symbols			Internet Uniform Resource Locator path web address category research keyword privacy hyperlinks search engine online privacy online safety keyword search safety category search
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<p><b>Capstone/EOY Project</b> Weeks 5-6</p>	<p><b>Week 5:</b> LCOM (Inquiry Project) Friendly Letters Pre-Test (10 min) Begin Project (45 min)</p> <p><b>Week 6:</b> LCOM (Inquiry Project cont) Friendly Letters (45 min) Reflection (15 min)</p>				
Vocabulary					
Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
<p>idea web undo diagram main idea toolbar delete bubble diagram linking workspace visual mapping objects graphic organizer outline writing process format tree diagram text orientation</p>	<p>end punctuation text lowercase period open capitalization printing file word processing exit question mark spacing close save exclamation point cursor input erase underline bold font size paste italic font style rhyme clipboard copy reading select cut font</p>	<p>Problem Solving Money Data Tables Writing Word Processing Software</p>	<p>Word Processing Software Spelling Punctuation Symbols Language Arts Numbers Hyphenation</p>	<p>salutation author writing letter body signature ELA friendly letter</p>	<p>salutation author writing letter body signature ELA friendly letter</p>

