TECHNOKids

Junior Technology Projects | Scope & Sequence

Junior technology projects are for elementary students. They focus upon essential skills. Activities promote the practical application of technology.
Students become responsible digital citizens, conduct research, animate graphic stories, code games, and more!

	COMPUTER APPLICATIONS | DIGITAL LITERACY				COMPUTER SCIENCE
Grades 3/4	TechnoJournal Express ideas and describe experiences in a journal. Reflect upon an event, make a note of favorite things, and list personal wishes. *Word or Docs* language arts; word processing	TechnoInternet Embark on an online expedition to become a responsible digital citizen. Apply search strategies, access digital resources, and communicate safely. *web browser* digital citizenship; Internet	TechnoPresenter Present information effectively. Summarize facts using a slide show and organize speaker notes. Deliver a speech to an audience. *PowerPoint/Word or Slides/Docs* public speaking, research; presentation		TechnoArcade Design arcade games. Build *Jumble Tumble*, *Let's Jam*, *Mystery Island*, and *Lost Treasure*. Invite friends to an online arcade. *Scratch* math, language arts; coding
Grades 4/5	TechnoResearch Research to design a fact card. Apply strategies to retrieve quality information from reliable sources. Combine images and text in a one-sheet report. *Word or Docs* language arts; word processing	TechnoCandy Devise a strategy to boost candy sales. Conduct a survey and study packaging to investigate a problem. Recommend a solution based on the evidence. *Excel/PowerPoint/Word, or Sheets/Slides/Docs/ Forms* math, problem solving; spreadsheets	TechnoToon Animate a graphic story. Plan the characters, setting, and plot. Divide the scenes using transitions. Time events to produce a one-of-a-kind cartoon. *PowerPoint or Slides* language arts; presentation, animation	TechnoSite Become a web designer. Construct a website that includes links to fun places for kids on the WWW. Will it get the *Kid Stamp of Approval?* *Google Sites* language arts; digital citizenship, web design	TechnoRace Develop an original game. Players race to complete a mission before time is up. To win they must avoid obstacles and collect treasure. Collaborate to test game design. *Scratch* game development; coding
Grades 5/6	TechnoEditor Edit a collection of stories. Master text, picture, and page layout formatting techniques to publish a high- quality publication. *Word or Docs/Drawings* language arts; word processing	TechnoSales Investigate dessert preferences. Graph and calculate data. Analyze the information to plan a bake sale. Report fundraiser details. *Excel/Word or Sheets/Docs* math, problem solving; spreadsheets, data management	TechnoTimeline Explain the significance of events by creating a unique graphic organizer that connects events along a timeline. *PowerPoint or Slides* social studies, history; presentation	TechnoTrivia Invent a game. Test knowledge about a topic. Set the answer key to calculate points. Analyze quiz results. *Google Forms or Microsoft Forms* math, social studies; data management	TechnoTurtle Develop and debug code to conquer mazes, paint pixel art, create a *Mad Lib Generator* and build a carnival game. *IDLE Python 3* math, language arts; programming