Wyoming Department of Education Required Virtual Education Course Syllabus

BIG HORN COUNTY SCHOOL DISTRICT #1

Program Name	WYCA	Content Area	Other
Course ID	CAEL61329	Grade Level	K
Course Name	Educational Technology and Online Learning K	# of Credits	0.5
SCED Code	NoCourseSCED	Curriculum Type	Connections Academy

COURSE DESCRIPTION

In this course, students will explore the features of a draw and paint program as a tool to support emerging reading, writing, and MA skills. They will locate letters and numbers on the keyboard. A study skills unit will introduce them to listening and visualization skills that will support learning across the school day. Students will recognize safe and responsible use of technology resources so that they can become model digital citizens.

WYOMING CONTENT AND PERFORMANCE STANDARDS

STANDARD#	BENCHMARK

SCOPE AND SEQUENCE

UNIT OUTLINE	STANDARD#	OUTCOMES
Unit 1: Tux Paint In this unit, your student will explore the features of a draw and paint program called Tux Paint. He will learn how to use the brush and other drawing tools to write uppercase and lowercase letters, draw pictures, and illustrate his understanding of newly learned academic skills. He will also learn how to use features such as the Text tool to type text and font attributes (i.e., bold, italics, and underline) to format the text. In addition, he will become familiar with the Shapes tool to incorporate shapes with fill and without fill to draw and color two-dimensional shapes as well as learn how to incorporate various stamps and backgrounds into his illustrations. As Tux Paint has the ability to intertwine fun and education, your student will not only develop his academic and artistic skills, but his imagination will soar!		•Identify, describe, pronounce, and write uppercase and lowercase letters c, d, j, k, l, m, n, q, s, and t •Define high-frequency words all, are, at, be, but, did, do, eat, get, good, have, he, like, new, no, on, who, and will •Compose meaningful sentences with high-frequency words all, are, at, be, but, did, do, eat, get, good, have, he, like, new, no, on, who, and will •Name circles, squares, triangles, and rectangles and classify polygons •Operate software tools in Tux Paint to write and type letters and key words, edit mistakes, format text, incorporate pictures, illustrate high-frequency words, construct two-dimensional shapes, plane figures, and polygons, and change text and shape colors
Unit 2: Keyboarding In this unit, your student will explore letter and number recognition. She will be able to locate all letter and number keys. Your student will demonstrate correct posture and finger position while typing and apply proper touch-typing skills to type the home row letters.		•Academic: Identify the letters a–z on the keyboard •Academic: Identify the numbers 0–9 on the keyboard •Technology: Demonstrate how to use the keyboard to type the letters a–z •Technology: Demonstrate how to use the keyboard to type the numbers 0–9
Unit 3: Study Skills In this unit, your student will learn how to use basic study skills. He will begin the unit by creating a work environment suited for success. The lessons included in this unit will build your student's listening skills, visualization, and online learning skills. These skills will aid your student in the online learning environment as well as the real world as he learns how to become an effective speaker and listener.		•Compare the online learning environment to that of a bricks-and-mortar environment •Identify tips for successful online learning •Identify ways that effective speakers help listeners •Identify how pictures and other visual aids enhance reading and writing •Explain how visuals demonstrate understanding
Unit 4: Internet Safety In this unit, your student will learn about Internet safety. The goal of the lessons in this unit is to educate your student on how to avoid online dangers and stay safe while using the Internet. Your student will learn about the dangers of cyber bullies, strangers, and computer viruses by reading stories, discussing a variety of scenarios, learning safety tips, and completing other related activities.		•Develop an understanding of community and apply it to the knowledge of the Internet •Describe qualities of being a good friend and citizen in the physical and cyber communities •Examine the concept that computers can become infected with viruses and understand to use caution when opening e-mail •Demonstrate an understanding of personal and online identity and making responsible choices to ensure safety in the cyber community •Complete hands-on activities to reinforce technology vocabulary and concepts introduced