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| Hayat Universal Bilingual School Year Plan 2018 -2019**Subject: Applied Design, Skills, and Technologies Grade Level: KG2** |
| **Unit** **1****Term 1****September 9-****November 21** | **BC Big Ideas (Understand)** | **BC Curricular Competencies (Do)** | **BC Content (Know)** | **Instructional Strategies/ Learning Activities** | **Materials & Resources** | **Assessment Methods/Assessment Date** | **Key Vocabulary** |
| **Applied Technologies****&****Applied Skills** | **Technologies are tools that extend human capabilities** | \*Use materials, tools, and technologies in a safe manner in both physical and digital environments\*Explore the use of simple, available tools and technologies to extend their capabilities | \*Students will use applied technologiesand applied skills in collaboration in grade level content from other area of learning in cross-curricular activities (e.g., reading, phonics, writing, art, science, social, English oral language, etc.) to develop foundational mindsets and skills in design thinking and making. | \*Introduce what Technology Is –Technology – Things Created by humans that make our life easier and helps us to solve problems \*Show and teach students differences between, laptop, tablet, desktop, smartboard\*Teach students how to use equipment safely by modeling the correct way to handle technologies such as scissors, stapler, mouse, keyboard, paint brush, etc.\*Teach students the parts of the computer, their names and what they are used for \*Teach students how to sit when using the computer in the lab and why. We sit properly to keep our backs healthy and keep equipment safe from breakage.\*Teach students how to turn and off the computer properly.\*Use online sites that provide games that reinforce learning skills from the classroom (math, phonics, reading, etc.) that require the student to control what happens using the mouse.\*Teach students paint program to use technology properly and teach specific mouse skills.\*Teach students to use a simple digital camera, or tablet to take photos.\*Load students taken photos to desktop and show students their photos. Students can talk about how they took photo. What they used, levels utilized, etc. | \*You tube videoWhat is Technology<https://www.youtube.com/watch?v=Giiz81_uzK8>\*Show students real objects and photos of things that involve technology\*laptop, tablet and desktop, smartboard\*Parts of The computer for kindergarten<https://www.youtube.com/watch?v=erzmwKCJ4d0>\*Power points for young children teaching names and parts of the computer.\*Computer LabLesson Plans/Math and reading/Kindergarten\*ABCya.ca program and https://www.learninggamesforkids.com/preschool-games.htmlto teach mouse skills.\*Sites such as (not limited to Raz-Kids.com, Star-fall .com, ABC Ya, getepic.com, e-learning for kids,,pbs kids, national geographic for kids,abcmouse.com\*Paint Program\*Slideshow of student taken photos to share with class and parents. | **Formative:*** **Oct.9, 2018** Anecdotal Notes on students shows signs of enthusiasm to use computer/ technology (oral comment, facial expression, etc.).
* **Oct.23, 2018** Anecdotal Notes on students confidence level in approaching the computer
* **November 6,2018** Anecdotal Notes on whether student is using moue properly or not
* **November 20,2018** Anecdotal Notes on can students turn on and off the computer properly.
 | \*technology\*scissors\*stapler\*chair\*phone\*tablet\*laptop\*desktop computer\*camera\*keyboard\*Mouse,\*Curser,\*Screen\*CPU\*speakers.\*printer\*usb\*on\*off\*photo |

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| Hayat Universal Bilingual School Year Plan 2018 -2019**Subject: Applied Design, Skills, and Technologies Grade Level: KG2** |
| **Unit** **2****Term 2****November 22-****February 27** | **BC Big Ideas (Understand)** | **BC Curricular Competencies (Do)** | **BC Content (Know)** | **Instructional Strategies/ Learning Activities** | **Materials & Resources** | **Assessment Methods/Assessment Date** | **Key Vocabulary** |
| **Sharing &****Applied Skills** | **Skills can be developed through play**  | \*Decide on how and with whom to share their product\*Demonstrate their product, tell the story of designing and making their product, and explain how their product contributes to the individual, family, community, and/or environment\*Use personal preferences to evaluate the success of their design solutions\*Reflect on their ability to work effectively both as individuals and collaboratively in a group\*Develop their skills and add new ones through play and collaborative work | \*Students will use sharing and applied skills in collaboration in grade level content from other area of learning in cross-curricular activities (e.g., reading, phonics, writing, art, science, social, English oral language, etc.) to develop foundational mindsets and skills in design thinking and making. | \*Have two students work on one computer utilizing paint program to create and design their own product.\*Have students develop skills by being taught how to use various programs one at a time and then give time to explore programs independently.\*Teach students to use photo story 3 program in order to create their own photo story which they can share with the class.\*Have students make videos using windows movie maker program on real life topics, age, culturally and developmentally appropriate (e.g. I love my mommy because, On the weekend I).\*Have students take photos on tablets, print off, create a poster and have students present and talk about their posters/share their photos from computer on screen. | \*Paint Program\*ABCya.com\*Starfall.com \*Word program\* Power point\*Raz-Kids \*Kids Inspiration\*Photo story 3 program on desktop\*Window Movie Maker Program\*Computer headsets\*Computer CamerasTablets with cords to transfer photos to computer. | **Formative:*** **November 27, 2018** Anecdotal Notes on student’s level of enthusiasm to use paint program.
* **December 12, 2018** Anecdotal Notes on students ability to work cooperatively with another students on one computer using paint program
* **November 6,2018** Anecdotal Notes on students confidence level in approaching the computer and engaging in technology play
* **January 8,2018** Anecdotal Notes through 1 on1 questioning of student Have one to one meetings with Teacher where through questioning students can reflect on their own work and state what they are like best about technology
* **January 22 2018** Anecdotal Notes on students ability to use the computer independently.
* **February 5, 2018** Anecdotal Notes on students ability to use skills to engage in technology play.
* **February 19, 2018** Rubric – All computer skills taken to date
 | computer\*camera\*keyboard\*mouse,\*curser,\*screen\*cpu\*speakers.\*printer\*usb\*power point\*video\*microphone\*camera\*speak English\*tablet\*photos |

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| Hayat Universal Bilingual School Year Plan 2018 -2019**Subject: Applied Design, Skills, and Technologies Grade Level: KG2** |
| **Unit** **3****Term 3****February 28-****June 18** | **BC Big Ideas (Understand)** | **BC Curricular Competencies (Do)** | **BC Content (Know)** | **Instructional Strategies/ Learning Activities** | **Materials & Resources** | **Assessment Methods/Assessment Date** | **Key Vocabulary** |
| **Ideating – forming ideas or concepts****&****Making**  | **Designs grow out of natural curiosity** | **\***Identify needs and opportunities for designing, through exploration\*Generate ideas from their experiences and interests\*Add to others’ ideas\*Choose an idea to pursue. **\***Choose tools and materials\*Make a product using known procedures or through modelling of others\*Use trial and error to make changes, solve problems, or incorporate new ideas from self or others | \*Students will use in collaboration in grade level content from other area of learning in cross-curricular activities(e.g., reading, phonics, writing, art, science, social, English oral language, etc.) to develop foundational mindsets and skills in design thinking and making. | \*Observe students  when utilizing technology to determine needs , interests to discover more opportunities for designing through exploration.\*Brainstorm with students interests based on their experiences and add on to possible topics from shared discussion.\*Teach and model various programs age and developmentally appropriate for students to use to create their own creation/project.\*allow students to explore programs and technology further and to adapt the use of programs for their own needs. \*Students collaborate with others and /or work independently to create products using\*Teach students to create their own video incorporating photos in their slide show as taught in term 2 to share demonstrate ideating & making skills | \*Paint Program\*Photo story 3 Program\*Kid inspiration Program\*Word Program\*Power point program\*Projector/Promethean Board for brainstorming ideas and sharing work (powerpoint)Tablets | **Formative:*** **March 13, 2018** Anecdotal Notes on students interests to discover more opportunities for designing through exploration.
* **March 26, 2018** Anecdotal Notes on students engagement in brainstorming ideas for designing and making projects
* **April16, 2018** Student Self Reflection sheet using happy faces, sad faces. Students can reflect by drawing a picture, about how they feel about using technology using happy face , sad face on sheet and teachers scribe their works.
* **April 30,,2018** Anecdotal Notes on whether students are adding to others ideas or not when sharing a computer with another student.
* **May 14, ,2018** Anecdotal Notes on students ability to create a design independently after being modeled to using power point or paint program
* **May 29, ,2018** Anecdotal Notes on students ability to share work they created with others
 | \*Ideating –forming ideas or concepts\*Making\*Creating\*Brainstorm\*interests\*Videos\*Power point*\** computer\*camera\*keyboard\*mouse,\*curser,\*screen\*cpu\*speakers.\*printer\*usb\*power point\*video\*microphone\*camera\*speak English\*tablet\*Collaborative\*photos |