TECHNOKids®

Grades 1-12

Digital Literacy and Coding Curriculum

Over 40 projects with lessons to integrate technology and support STEM education.

Contents

Our mission is to combine education and technology to provide children with the core computing skills that will best prepare them for the future.

About Us

TechnoKids publishes digital literacy and coding curriculum. Our mission is to combine education and technology to provide children with the core computing skills that will best prepare them for the future.

Our story began in 1993, when Scott Gerard opened the first TechnoKids learning center in Oakville, ON, Canada. As computers became widely available in education, our office moved into a school. Alongside teachers, we started to develop project-based activities to support technology integration and STEM.

Today, there are "techno" kids in over 50 countries. Although applications and devices are different, our commitment remains the same. Every day we strive to develop creative, meaningful lessons that empower students.

About Our Curriculum

Any Device
Digital literacy activities can be used on a Windows, Mac, or Chromebook

Download Instantly
Access Google, Microsoft, Adobe, and coding lessons from an online library.

Project-Based
Each technology project includes a teacher guide, workbook, and resources.

Import into LMS
Work from school or home. Upload files into a Learning Management System.

Unlimited Users at Site
No need to count students or devices. Ideal for schools and learning centers.
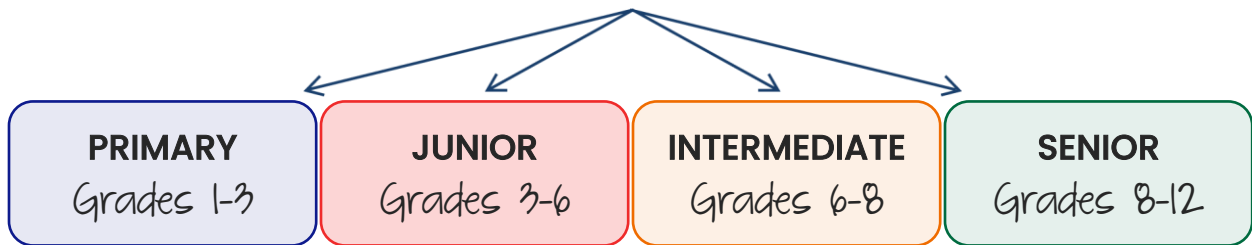
No Renewal Fee
Pay a one-time fee. Updates are free. Purchase is not a subscription.
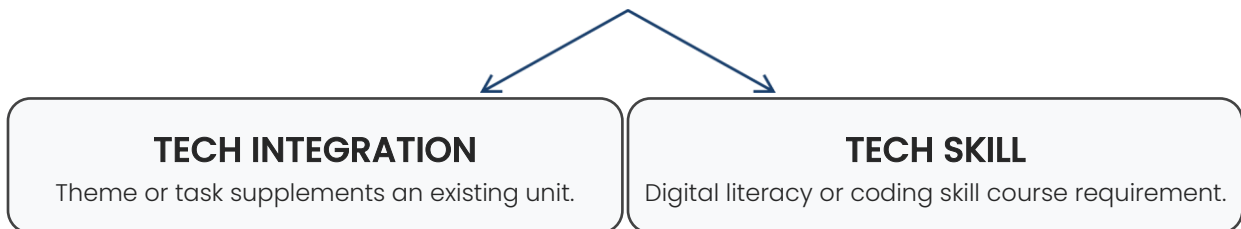
Choose the Right Project for Your Students

TechnoKids has over **40 technology projects**.
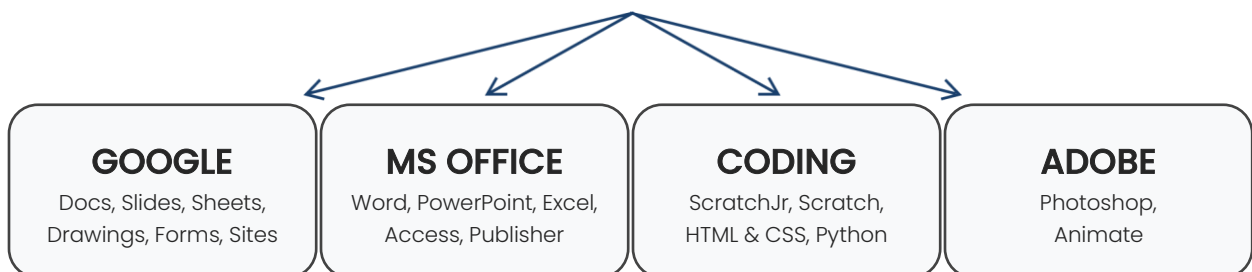Answer the questions to find projects that fit your students' needs.

What is the grade level of your students?
Match the Collection to students' grade level.

PRIMARY	JUNIOR	INTERMEDIATE	SENIOR
Grades 1-3	Grades 3-6	Grades 6-8	Grades 8-12

Which project should you pick from a grade level?
Determine the instructional goal.

TECH INTEGRATION
Theme or task supplements an existing unit.

TECH SKILL
Digital literacy or coding skill course requirement.

Which applications are available?
Narrow down the project based on software availability.

GOOGLE
Docs, Slides, Sheets, Drawings, Forms, Sites

MS OFFICE
Word, PowerPoint, Excel, Access, Publisher

CODING
ScratchJr, Scratch, HTML & CSS, Python

ADOBE
Photoshop, Animate

Primary Projects

Grades 1-3

A collection of 9 projects teach **fundamental** skills. Publish stories, create a digital art gallery, design a slide show, and more!

TechnoBookmaking
Publish accordion, flip, & folding books.

TechnoFit
Design a food guide, poster, and menu.

TechnoGallery
Paint artwork and display in a gallery.

TechnoPainter
Draw, color, and edit artwork using Paint.

TechnoStart
Earn a computer license.
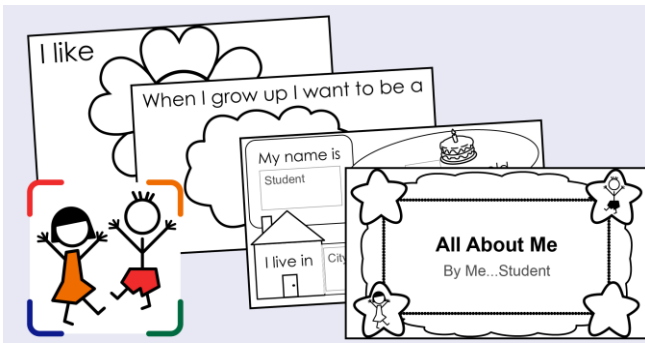
TechnoStories
Write stories with templates.
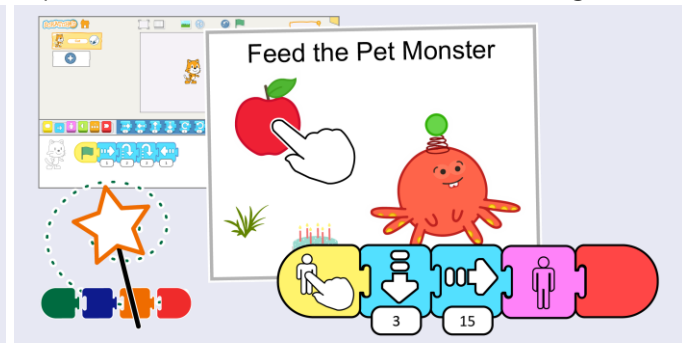
TechnoTales
Code a fairy tale. Animate events.

TechnoMe	TechnoWhiz
Create an All About Me slideshow.	Explore ScratchJr to code scenes and games.

Junior Projects

Grades 3-6

A collection of 14 projects teach **essential** technology skills. Code a game, design a report, animate a cartoon, graph data, and more!

TechnoCandy
Analyze data to boost candy sales.

TechnoEditor
Edit a publication. Gain word processing skills.

TechnoInternet
Become a responsible digital citizen.

TechnoJournal
Journal about personal experiences.

TechnoPresenter
Create a presentation with speaker notes.

TechnoResearch
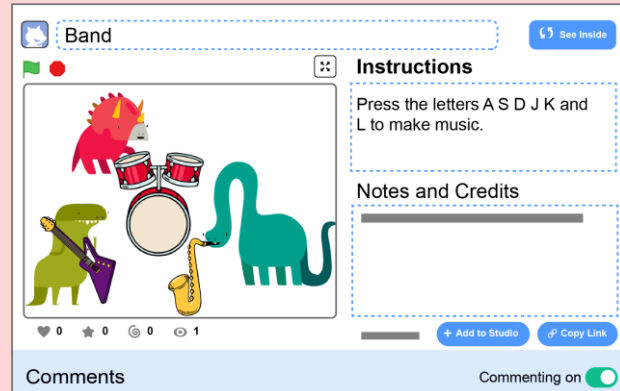Design a fact card about a topic.

TechnoToon   Animate story events in Slides or PowerPoint.

TechnoArcade

Code games using Scratch.

Band

Instructions

Press the letters A S D J K and L to make music.

Notes and Credits

Comments

Commenting on

Step-by-step instructions guide beginners to build original games such as Jumble Tumble, Let's Jam, and Mystery Island.

when a key pressed
play sound Low Tom until done
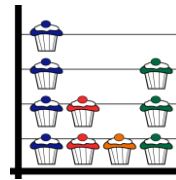play sound Drum Bass2 until done
play sound High Tom until done

"This product is **easy to teach** and the students are engaged. The teacher guide is a great resource and **easy to use**. Love Technokids Projects!!

K. Russell, Coral Academy of Science MS, Reno, NV, USA

TechnoSite
Build a site with links to fun places for kids.

TechnoSales
Calculate and graph data for a bake sale.

TechnoRace
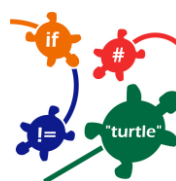Code a game. Score points. Avoid obstacles.

TechnoTimeline
Summarize significant events.

TechnoTrivia
Invent a trivia game for friends to play.

TechnoTurtle
Program using the Python Turtle Library.

Intermediate Projects

A collection of 14 projects develop **proficiency**. Publish a biography, program a treasure hunt, build a website, and more!

Grades 6-9

TechnoBiography
Celebrate a person's achievements.

TechnoBot AI
Solve problems using artificial intelligence.

TechnoBudget
Budget a shopping trip. Justify decisions.

TechnoCode
Code animations and games.

TechnoDebate
Debate the pros and cons of an issue.

TechnoEnvironment
Create publications to raise awareness.

TechnoFuture AI
COMING SOON!

TechnoHTML
< html>
{ CSS }
< body>
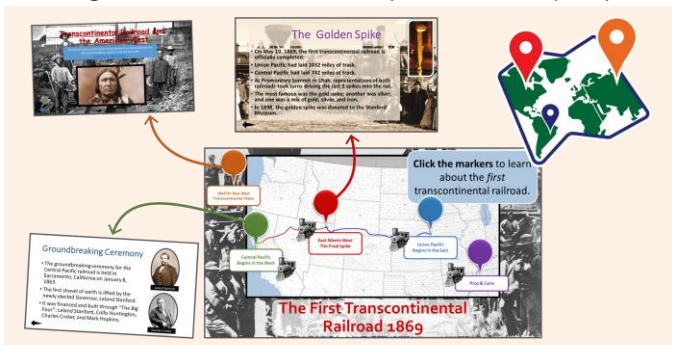< /html >
Develop a web page using HTML and CSS.

TechnoEarth
Build an infographic using Google Apps.

TechnoMap
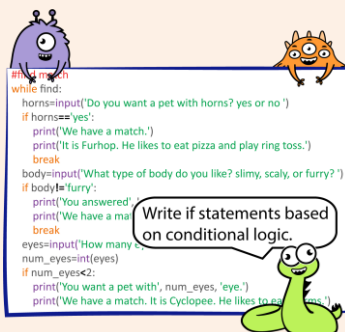Design an interactive map about any topic.

TechnoPython

Program a series of games.

```
#set up the game
import random
loop=True
score=0
#play g
while i
    bug=          int
    print('      path.')
    path=in     2, or 3')
    path_nu      ath)
#end g                 g:
```

Do more than copy lines of codes. Use Python text-based programming to design original programs. Develop scripts using variables, loops, functions, and conditionals.
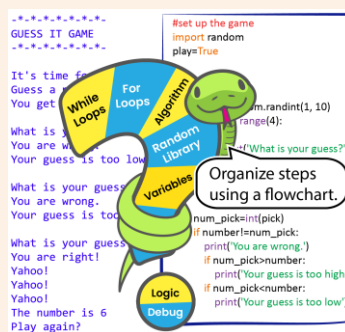
Pet Monster Rescue Mission

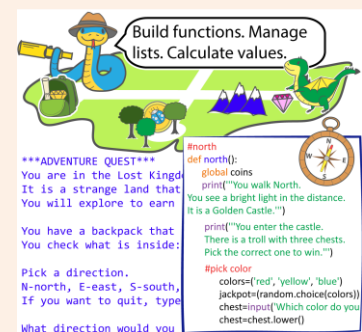Ask questions to match a person to their pet using logic.

```
#fi   match
while find:
    horns=input('Do you want a pet with horns? yes or no ')
    if horns=='yes':
        print('We have a match.')
        print('It is Furhop. He likes to eat pizza and play ring toss.')
        break
    body=input('What type of body do you like? slimy, scaly, or furry? ')
    if body!='furry':
        print('You answered'
        print('We have a ma
        break
    eyes=input('How many e
    num_eyes=int(eyes)
    if num_eyes<2:
        print('You want a pet with', num_eyes, 'eye.')
        print('We have a match. It is Cyclopee. He likes to         ')
```

Write if statements based on conditional logic.

Guess It Mission

Build a guessing game. Can the player guess the number?

```
-*-*-*-*-*-*-                  #set up the game
GUESS IT GAME                  import random
-*-*-*-*-*-*-                  play=True

It's time f
Guess a
You get             While   For   m.randint(1, 10)
                    Loops  Loops  range(4):
What is
You are w                   '('What is your guess?')
Your guess is too low

What is your gues
You are wrong.
Your guess is too
                            num_pick=int(pick)
What is your guess          if number!=num_pick:
You are right!                  print('You are wrong.')
Yahoo!                          if num_pick>number:
Yahoo!                              print('Your guess is too high')
Yahoo!                          if num_pick<number:
The number is 6    Logic         print('Your guess is too low')
Play again?        Debug
```

Organize steps using a flowchart.

Adventure Quest Mission

Create a text-based adventure. Players earn coins and rewards.

Build functions. Manage lists. Calculate values.

```
***ADVENTURE QUEST***      #north
You are in the Lost Kingd  def north():
It is a strange land that      global coins
You will explore to earn       print('''You walk North.
                               You see a bright light in the distance.
You have a backpack that       It is a Golden Castle.''')
You check what is inside:
                               print('''You enter the castle.
Pick a direction.              There is a troll with three chests.
N-north, E-east, S-south,      Pick the correct one to win.''')
If you want to quit, type
                               #pick color
What direction would you       colors=['red', 'yellow', 'blue']
                               jackpot=(random.choice(colors))
                               chest=input('Which color do you
                               chest=chest.lower()
```

TechnoNewsletter
Create a fan club newsletter.

TechnoQuestionnaire
Investigate an issue. Interpret results.

TechnoRestaurateur
Launch a business venture.

TechnoTravel
Advertise a weekend getaway.

Senior Projects

Grades 8-12

A collection of 9 projects emphasize **real-world** applications. Prepare students for future learning and careers.

TechnoAd
Analyze data to produce a video ad.

TechnoAdvertise
Apply for a job at the TechnoAd Agency.

TechnoAnimate
Animate with motion and shape tweens.

TechnoInvestor
Trade stocks. Build an investment portfolio.

TechnoSpecialist
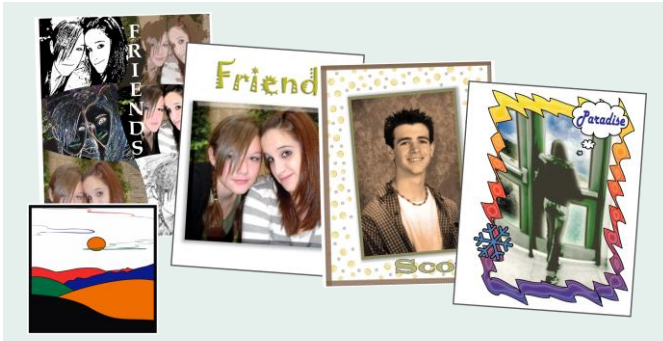Create an info packet on hardware.

TechnoPlanner
Operate an event planning business.

TechnoMission
Organize data in a database.

TechnoPhotoshop
Retouch, crop, and superimpose images.

TechnoWonderland
Promote an amusement park.

Price List

TechnoKids Curriculum is designed for classroom teachers, computer instructors, media specialists, librarians, and computer science educators. When you buy a project or Collection your school is granted a site license.

About the Site License

- Use TechnoKids Curriculum at a **single location** such as a school.

- No need to count teachers, students, or devices.

- Multiple site discounts available.

|	per site
Project	$49
Primary Collection 9 projects	$199
Junior Collection 14 projects	$329
Intermediate Collection 14 projects	$329
Senior Collection 9 projects	$199
Complete Collection All TechnoKids projects	$699

A site is a single location, such as a primary school, elementary school, middle school, high school, learning center, or home school.

TechnoHub

When you purchase TechnoKids Curriculum you are given a TechnoHub account. TechnoHub is an online library. Teachers must sign in to download technology projects.

Projects are on bookshelves

Sign into the online library
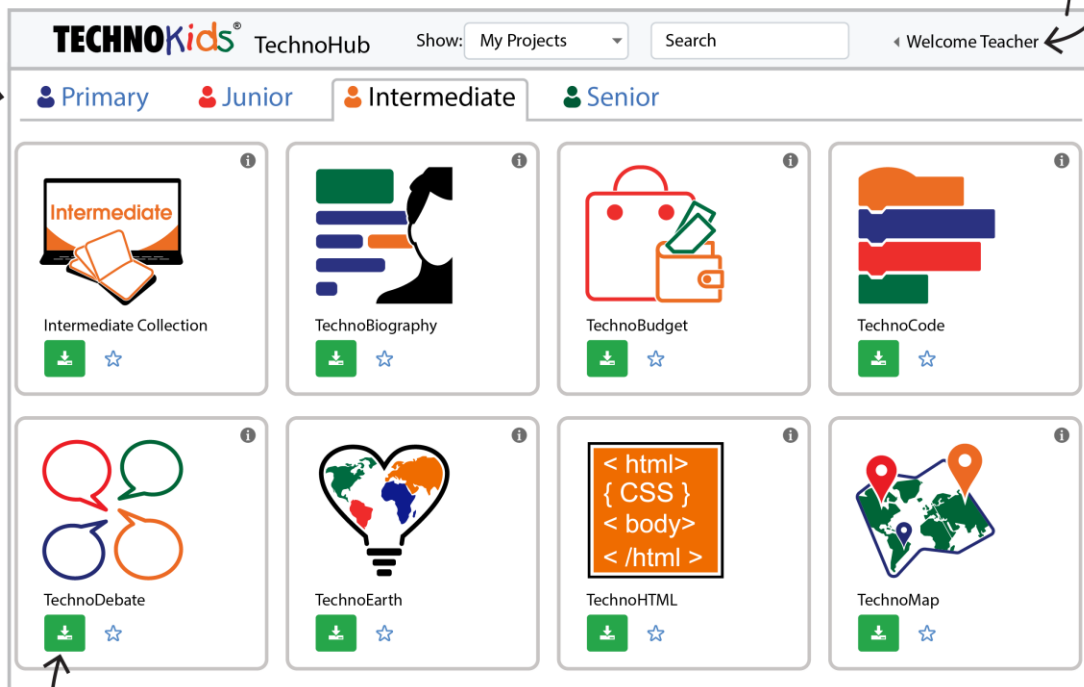
Download the latest instructions!

About Your Online Library

- Never lose your files.

- Login online from any device, anywhere, any time.

- Download instructions that match your software.

- New projects are automatically added to purchased Collections.

- Access toolbar summaries and flashcards from a Resource Center.

Frequently Asked Questions

How long does it take to teach each project?

Each assignment in a project takes 30-60 minutes. Students that have lessons twice a week can complete a project in 360-600 minutes or about 6-8 weeks. A project can be finished in about 2-3 weeks if class time is allocated every day.

How many projects can I teach in one year or semester?

You can complete between 3-5 projects per school year at the elementary school level. A high school student would be able to achieve the same number per semester.

What do I get when I purchase a technology project?

A project includes a PDF teacher guide, PDF student workbook, and resources. Personalize instructions using customizable assessment tools, examples, templates, and handouts.

What hardware is required?

Assignments can be completed using any desktop computer, tablet, or laptop. This includes Windows devices, Chromebooks, and iPads.

What software is required?

The software you require depends on the project you intend to teach:
- **PDF Reader:** To view the teacher guide and student workbook files students must have access to a PDF reader such as Adobe Reader or Kami.
- **Google or Microsoft Office:** Projects are available for Google and Microsoft Office.
- **Programming Apps**: TechnoKids has several programming projects. They require an HTML Text Editor (Notepad or web-based), Scratch, ScratchJr, or IDLE Python.
- **Adobe**: Two projects use Photoshop and Animate. This requires an Adobe subscription.

Will TechnoKids projects work with my Learning Management System (LMS)?

Teachers can create assignments and distribute worksheets, templates, or samples using the features of their LMS (e.g., Google Classroom, Schoology, Canva, or Microsoft Teams).

Do I get free curriculum support?

Yes. Call 1-800-221-7921 or email support@technokids.com.

Contact Us

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Fax: 1-905-631-9113
information@technokids.com

Resources

Scope and Sequence
https://www.technokids.com/pdf/projectmatrix.pdf

Project-Based Learning
https://www.technokids.com/store/computer-curriculum/project-based-learning.aspx

Curriculum Standards
https://www.technokids.com/store/computer-curriculum/curriculum-standards.aspx

Getting Started
https://www.technokids.com/support/getting-started.aspx

TechnoKids and Google Classroom
https://www.technokids.com/support/google-classroom.aspx

Frequently Asked Questions
https://www.technokids.com/store/computer-curriculum.aspx