PROGRESSION OF SKILLS DIGITAL LITERACY & STEM CURRICULM Computer Applications & Integrated Projects Computer Science Projects Ages 6-8 Ages 13+ **TECHNO**Start **TECHNO**Stories **TECHNO**Me **TECHNO**Whiz PRIMARY text & basic image lists, text wrap, custom bullets, references, **TECHNO**Painter **TECHNO**Bookmaking **TECHNO**Fit **TECHNO**Tales formatting, spell check line spacing, margins, header & footer, mail merge, Ages 8-10 page numbers, section breaks, styles tab markers, Word tables, columns table of contents advanced skills Processing **TECHNO**Presenter **TECHNO**Journal **TECHNO**Internet **TECHNO**Arcade draw & format shapes, format borders, align objects, apply filters, **O** adjust tool settings, apply effects, crop, recolor, merge, 0_0 undo, redo, magnify rotate, skew, flip, set transparency, Graphics objects object order, group wrap text on path copy color **TECHNO**Toon **TECHNO**Research **TECHNO**Candy **TECHNO**Site **TECHNO**Race JUNIOR templates, insert slides, tables, master slide, hide slides, text & basic image slide numbers, slide views, **TECHNO**Editor **TECHNO**Sales **TECHNO**Timeline **TECHNO**Trivia **TECHNO**Turtle formatting, transitions, header & footer, speaker notes, apply Presentation design theme, play show animations, handout slide zoom Ages 11-13 simple movements, multiple actions, complex actions, timeline, **TECHNO**Newsletter **TECHNO**Restaurateur **TECHNO**Travel **TECHNO**Code sequence events, set apply effects, broadcasting, frame by frame, speed, control timing keyframes, Animation rehearse timings, tweens, rigging, animate poses video production symbols, layers COMING SOON INTERMEDIATE **TECHNO**Future Al **TECHNO**Biography **TECHNO**Budget **TECHNO**Map **TECHNO**HTML5 horizontal scripts, vertical scripts, complex scripts, artificial block coding, debug, intelligence, block & text coding, ordered pairs (x, y), loops (repeat, forever), if-elif-else conditions. lists, global variables, image recognition, Programming simple conditionals variables, operators chatbot python, HTML **TECHNO**Earth **TECHNO**Bot Al **TECHNO**Questionnaire **TECHNO**Debate **TECHNO**Python Ages 14+ apply skills to device care, Internet safety, footnotes, COMING SOON password security, be a responsible search strategies, endnotes, rules & responsiblities email, plagiarism, digital citizen commenting, Digital TECHNOWonderland **TECHNO**Specialist **TECHNO**Chatbot Al **TECHNO**Mission **TECHNO**Ad online community customize profile Citizenship COMING COMING SOON SOON build databases organize data, data tables,





TECHNOInvestor

TECHNOAdvertise





TECHNOComic 3D





retouch, red eye, superimpose images,

action buttons, advanced formatting, output options



TECHNOIdentifier AI



format cells, sort data, graphs, calculations, forms

functions, link data, filters, trendline conditional formatting

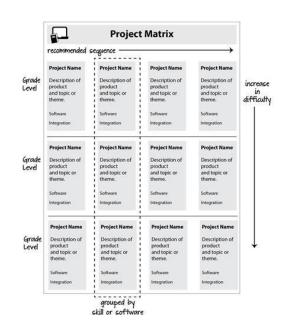
(tables, forms, queries, reports). set field properties

TechnoKids Project Matrix | How to Pick a Project

TechnoKids has over 40 projects. If you are designing a course, curriculum unit, or workshop series use the Project Matrix to select a project to teach. This document arranges the projects by grade level and organizes them into a proposed sequence. Please note, these are recommendations only. Any TechnoKids project can be taught independently or blended with other titles to form a unique learning experience for students.

How do I select a project to teach?

- **Grade Level**: The Project Matrix provides a recommended sequence of instruction. The Primary, Junior, and Intermediate collections organize projects into rows. The top row are the simplest projects, and the bottom row are more challenging. The division can be mapped to grade levels. For example, in the Junior collection, the top row is Grade 3/4, the middle row is Grade 4/5, and the bottom row is Grade 5/6.
- Scope & Sequence: If you plan to teach multiple TechnoKids projects the Project Matrix recommends an order. In each row, the projects increase in difficulty. For this reason, the project in the first column could be taught at the start of the school year, whereas the project in the last column is best suited to the end of the school year.
- Technology Skill: If you intend to target a specific skill, the Project Matrix groups many of the projects. For example, in both the Junior and Intermediate collections, the first column is word processing, the second column is spreadsheet/data analysis, the third column is presentation, and the last column is coding. The projects are sequenced from top to bottom and gradually introduce new skills.
- Developmentally Appropriate: In the Project Matrix the projects build upon one another and increasingly become more complex. Assignments lengthen, students complete a greater amount of work, and tasks require higher order thinking. Moreover, often there is a blend of multiple types of software. If your students are beginners, you can select a project from a lower grade level as these are suggestions only.
- **Product or Subject:** Throughout the TechnoKids curriculum, the same application is used for multiple purposes. For example, students use Slides or PowerPoint to create a book, slide show, presentation, graphic story, timeline, advertisement, interactive map, and online debate. Read the descriptions to pick a digital product you want your students to create or pick one that fits with a subject area you are teaching (e.g., timeline for history, map for geography, or graphic story for language arts).
- **Topic:** Refer to the Project Matrix to select a project that integrates with a topic or theme you are already teaching. Many technology projects are open-ended. This provides an opportunity to blend curriculum content with digital learning tools. Alternatively, you can select one to act either as a starting point for a unit or as a culminating project at the end of a unit.
- Student Interest: Engage learners. Have them select a technology project that is personally meaningful. Or, the teacher can choose a title, such as TechnoJournal or TechnoSite, that allows each student to select a topic of personal interest.
- Instructional Time: To understand how long a project will take to complete, read the descriptions in the TechnoKids Overview. Each project has a detailed outline. An assignment can range from 30-60 minutes, depending on the grade level. Typically, it takes about 6-8 weeks to complete a project if your students attend class twice a week. However, if they go every day, you can complete a project in about 2-3 weeks. Many can be shortened by omitting assignments or lengthened by including skill reviews and extension activities.
- **Software or App:** Refer to the software table for a summary of the project versions.



TechnoKids Project Matrix | Scope & Sequence

TechnoKids curriculum has a gradual progression of learning. Skills and competencies scaffold within and across grades. Understanding how technology projects build upon one another can help educators structure their lessons. Whether selecting one project for a unit of study, building a course, or launching a school-wide program, the TechnoKids Scope & Sequence provides recommendations.

TechnoKids curriculum divides into categories: Primary (Grades 1-3), Junior (Grades 3-6), Intermediate (Grades 6-8), and Senior (Grades 8-12). As students advance within and across grades, the technology projects shift from simple to complex.

Primary Technology Projects (Grades 1-3)

Primary technology projects are for beginners. They provide a foundation for learning.

Activities emphasize fundamentals. Students create artwork, write stories, make presentations, and more!

		COMPUTER SCIENCE						
Grades 1/2	TechnoStart Earn a computer operator license. Engage in fun activities to learn about hardware, terminology, computer rules, and keyboarding.	TechnoStories Become an author. Use templates to plan, write, edit, and illustrate stories. Share the books during story time with friends or family.	TechnoMe Design an All About Me slide show. Outline personal information, accomplishments, goals, and interests in a mini biography.	TechnoWhiz Become a programming whiz kid. Build simple scripts and loops to create silly scenes, feed a pet monster, explore a magical land, and invent a racing game.				
	Paint or Drawings visual arts, graphics and computer fundamentals	Word or Docs language arts, word processing	PowerPoint or Slides social studies, presentation	Scratch Jr computer science, math, animation, coding, game development				
Grades 2/3	TechnoPainter or TechnoGallery Spark creativity! Produce unique artwork using digital tools. Develop fine motor skills to paint original images and display them in a gallery.	TechnoBookmaking Publish a collection of books. Create a tiny picture book, flip flap story, unfolding riddle book, layer book of facts, bookmarks, card, and more!	TechnoFit Join the TechnoFit Club. Inform others about the importance of a healthy lifestyle by designing a food guide, menu plan, and fitness poster. Be fit and live well!	TechnoTales Blend coding with storytelling. Design a modern fairy tale that has a hero go on a quest. Build scripts to animate the story action.				
	Paint or Drawings	PowerPoint or Slides	Publisher	Scratch Jr				
	visual arts, graphics, computer fundamentals	language arts, word processing	health and nutrition, desktop publishing	computer science, language arts, math, animation, coding				

Junior Technology Projects (Grades 3-6)

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 SCIENCE						
Grades 3/4	<u>TechnoJournal</u>	<u>TechnoInternet</u>	<u>TechnoPresenter</u>		<u>TechnoArcade</u>			
3/4	Express ideas and describe experiences in a journal. Reflect upon an event, make a note of favorite things, and list personal wishes.	Embark on an online expedition to become a responsible digital citizen. Apply search strategies, access digital resources, and communicate safely.	Design arcade games. Build <i>Jumble Tumble</i> , <i>Let's Jam</i> , <i>Mystery Island</i> , and <i>Lost Treasure</i> . Invite friends to an online arcade.					
	Word or Docs	web browser	PowerPoint/Word or Slides/Docs	Scratch				
	language arts, word processing	digital citizenship, Internet	public speaking, research, presentation		computer science, math, coding, game development,			
Grades 4/5	<u>TechnoResearch</u>	<u>TechnoCandy</u>	<u>TechnoToon</u>	<u>TechnoSite</u>	<u>TechnoRace</u>			
4/5	Research to design a fact card. Apply strategies to retrieve quality information from reliable sources. Combine images and text in a one-sheet report.	Devise a strategy to boost candy sales. Conduct a survey and study packaging to investigate a problem. Recommend a solution based on the evidence.	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.	Become a web designer. Construct a website that includes links to fun places for kids on the WWW. Will it get the <i>Kid Stamp of Approval?</i>	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.			
	Word or Docs	Excel/PowerPoint/Word, or Sheets/Slides/Docs/ Forms	PowerPoint or Slides	Google Sites	Scratch			
	language arts, digital citizenship, word processing	math, data analysis, spreadsheets	language arts, animation,presentation	language arts, digital citizenship, web design	computer science, math, visual arts, coding, game development, graphics			
Grades 5/6	<u>TechnoEditor</u>	<u>TechnoSales</u>	<u>TechnoTimeline</u>	<u>TechnoTrivia</u>	<u>TechnoTurtle</u>			
3/0	Edit a collection of stories. Master text, picture, and page layout formatting techniques to publish a high- quality publication.	Investigate dessert preferences. Graph and calculate data. Analyze the information to plan a bake sale. Report fundraiser details.	Explain the significance of events by creating a unique graphic organizer that connects events along a timeline.	Invent a game. Test knowledge about a topic. Set the answer key to calculate points. Analyze quiz results.	Develop and debug code to conquer mazes, paint pixel art, create a <i>Mad Lib Generator</i> and build a carnival game.			
	Word or Docs/Drawings	Excel/Word or Sheets/Docs	PowerPoint or Slides	Google Forms or Microsoft Forms	IDLE Python 3			
	language arts, word processing	math, data analysis, spreadsheets	history, social studies, presentation	math, social studies, data analysis	computer science, math, language arts coding, game development			

Intermediate Technology Projects (Grades 6-9)

Intermediate technology projects are for middle or high school students. They develop proficiency in using technology.

Activities emphasize critical, creative, and computational thinking. Students design publications, analyze data, build web pages, program games, and more!

		COMPUTER APPLICAT	IONS & DIGITAL LITERACY	COMPUTER SCIENCE					
Grades	<u>TechnoNewsletter</u>	<u>TechnoRestaurateur</u>		<u>TechnoCode</u>					
6/7	Publish a fan club newsletter. Write an informative article,	Launch a business venture. Plan a restaurant, create a logo, conduct	Promote a weekend getaway for tourists. Research the trip.	Spark an interest in computer science. Design an Activity Studio					
	construct a word search, and	a survey, generate funds, build a	Customize a slide master to create		for kids using Scratch. Build blocks of code to design animations,				
	express an opinion. Format pages	· · · · · ·							
	to lay out content attractively.	more!	persuades visitors to vacation.		puzzles, stories, and games.				
	Word or Docs	Scratch							
	language arts, word processing	business studies, language arts, math, visual arts, data analysis, graphics, spreadsheets, word processing	language arts, geography, presentation		computer science, math, language arts, animation, coding, game development				
Grades	<u>TechnoBiography</u>	<u>TechnoBudget</u>	<u>TechnoMap</u>	COMING SOON TechnoFuture AI	TechnoHTML5				
7/8	Celebrate a remarkable person.	Justify a spending plan for a	Highlight the importance of a	Create a science fact story that	Develop a web page using HTML				
	Format the bio using styles,	shopping trip. Calculate, and graph	location by constructing an	imagines the future using	and CSS. Write code to set the				
	graphic organizer, and artifacts	data to form a budget. Report	interactive map. Connect facts	emerging and futurist	style of the background, text, list:				
	table. Build a table of contents.	financial choices and explain	about an area or issue using	technologies.	graphics, hyperlinks, and tables.				
	Cite sources in a bibliography.	money management strategy.	markers and hyperlinks.		Upload to the Internet.				
	Word or Docs/Drawings	Excel/Paint/Word or Sheets/Drawings/Docs	PowerPoint /Word or Slides/Docs	PowerPoint or Slides	Notepad or other text editor				
	language arts, history, word processing	business studies, math, visual arts, data analysis, graphics, spreadsheets	geography, history, presentation	computer science, language arts, artificial intelligence	computer science, coding, web design				
Grades	TechnoEarth or	TechnoQuestionnaire	TechnoDebate	TechnoPython	TechnoBot Al				
8/9	TechnoEnvironment								
		Investigate a research question.	Collaborate with a partner to	Program a series of games using	Program a drone delivery system,				
	Raise awareness of an	Select a sample and construct a questionnaire. Conduct a pre-test	debate an issue. Create an animated conversation that	Python including Pet Monster Rescue, Guess It, and Adventure	robot pick-up service, and self- driving tour that solve real world				
	environmental issue. Design			Quest. Share your favorite one in a	_				
	either an infographic with Google Apps or a pamphlet with	to tweak the design. Analyze data to interpret findings.	presents a persuasive argument. Defend a position.	coding presentation.	problems using artificial intelligence.				
	Publisher. Advocate for change.	to interpret infamigs.	ветена а розитон.	County presentation.	intelligence.				
	Word/Publisher or Docs/Sites/Slides/ Sheets/My Maps/Drawings	Google Forms	PowerPoint Online or Slides	IDLE Python 3	Scratch, PowerPoint or Slides				
	geography, language arts, science, visual arts, publishing, presentation, web design	math, science, data analysis, spreadsheets	language arts, presentation	computer science, math, language arts, coding, game development	guage arts, computer science, science, artificial intelligence, coding, presentation				

Senior Technology Projects (Grades 8-12)

Senior technology projects are for middle or high school students. They prepare students for higher learning and career readiness.

Activities emphasize real-world applications of technology. Students market products, build databases, and more!

	CC	COMPUTER SCIENCE						
Grades	TechnoWonderland	<u>Technolnvestor</u>	<u>TechnoPhotoshop</u>	<u>TechnoSpecialist</u>				
8-12	Manage an amusement park to learn about Microsoft Office. Produce a flyer, design a map, create signs, poll customers, advertise rides, and more!	TechnoStock Exchange. Track the investments and graph future	Edit photos to produce a digital scrapbook. Filter, retouch, crop, warp, recolor, and superimpose images. Apply design techniques to lay out pages.	Develop an information package about hardware. Explain the attributes of computer components to educate the public in making purchasing decisions.				
	Word, Excel, PowerPoint, Publisher, Access	Excel, Word	Adobe Photoshop	PowerPoint				
	business studies, data analysis, graphics, Internet, presentation, publishing, spreadsheets, word processing	business studies, math, data analysis, spreadsheets	media arts, graphics, photo editing	business studies, computer science, computer fundamentals, presentation				
	<u>TechnoAdvertise</u>	<u>TechnoMission</u>	<u>TechnoAd</u>	COMING SOON TechnoChatbot AI				
	Role-play a marketing executive. Submit a cover letter and résumé to apply for the job. Once hired, design a flyer, catalog, custom mailer, and newsletter.	Manage data. Plan a simple database. Build a table and data entry form. Filter and sort records. Generate a report that summarizes information.	Become a digital marketer. Analyze data to develop a marketing strategy to target customers. Produce a persuasive video ad.	Build chatbots that answer questions and automate tasks. Develop AI solutions that assist event attendees, record fundraiser orders, and recruit new members.				
	Word	Access, Paint	Forms/Excel/Word or Forms/Sheets/Docs, Blender	Scratch, Bot Libre				
	business studies, word processing	science, visual arts, data analysis, graphics, photo editing	business studies, media arts, animation, data analysis, digital citizenship, spreadsheets, video production, word processing	business studies, computer science, artificial intelligence, coding, data analysis, digital citizenship, graphics				
		<u>TechnoPlanner</u>	<u>TechnoAnimate</u>					
		Construct a database for a party planning business. Build tables, forms, queries, and reports to organize customer and event information.	Animate drawings to make a movie. Create scenes with motion tweens, shape tweens, and motion paths. Set the action and sound on the Timeline.					
		Word, Access	Adobe Animate					
		business studies, data analysis, word processing	media arts, animation, graphics					

TechnoKids Projects and Software

TechnoKids Technology Projects are available for Microsoft 365, Google Docs, Adobe, Blender, coding apps, and bot builders.

		Microsoft Office					Office for the Web					Google								Ada	obe	Coding Al				
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	Paint	Word	PowerPoint	Excel	Access	Publisher	Word Online	PowerPoint Online	Excel Online	Forms Online	Web Browser	Drawings	Docs	Му Марѕ	Slides	Sheets	Sites	Forms	Blender	Photoshop	Animate	Text Editor	Scratch Jr	Scratch	Python 3	Bot Libre
Suggested grade levels:	Pa	3	9	Ä	Ac		≥	8	ă	윤		٥	ă	Ź	iş	-RS	Sit	요	Ble	占	Ą	_e_	Sc	S	_ ₹	B
Primary Grades 1-3																										
TechnoBookmaking			•					•							•											
<u>TechnoFit</u>						•																				
<u>TechnoGallery</u>												•														
<u>TechnoMe</u>			•					•							•											
<u>TechnoPainter</u>	•																									
<u>TechnoStart</u>	•											•														
TechnoStories		•					•						•													
TechnoTales	1																						•			
<u>TechnoWhiz</u>																							•			
Junior Grades 3-6																										
TechnoArcade																										
TechnoCandy	+							•	•	•	\vdash		•		•	•		•	\vdash						\vdash	
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<u>TechnoTurtle</u>	-																								•	
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Intermediate Grades 6-9	_																									
<u>TechnoBiography</u>	-	•						•				·	•												<u> </u>	
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<u>TechnoBudget</u>	•	•		•					•			·	•			•									<u> </u>	
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<u>TechnoEnvironment</u>		•				•																				
TechnoHTML 5																						•				
<u>TechnoMap</u>		•	•					•					•		•											
<u>TechnoNewsletter</u>		•											•													
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<u>TechnoTrave</u> l		•	•	•				•	•				•		•	•										
Senior Grades 8-12																										
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<u>TechnoAdvertise</u>		•																								
<u>TechnoAnimate</u>																					•					
TechnoChatbot AI	1																							•		•
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TechnoMission	.																									
TechnoPhotoshop	+																									
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TechnoWonderland	+																									