

Computer Technology

Grades 2nd ~ 3rd ~ 4th

Course Description: Students come to Technology Class once a week. Our class curriculum reflects the elements of "**STREAM**": Computer **S**cience, **T**echnology Skills, **R**eligion, **E**ngineering, Digital **A**rt, and **M**ath. The goal of the **STREAM** curriculum is to learn the fundamentals of using the computer, understanding the parts of the computer, learning computer terminology; learning the layout of the computer keyboard and how to type using the home row position; internet safety/digital citizenship, navigating the web on Safari and Google for research; learning to use word processing and productivity applications; using creativity software for drawings and digital storytelling, learning the basic elements of animation; and learning about engineering/design with Lego bricks and software. Math and logic online activities, as well as elements of our Roman Catholic religion will be incorporated into lessons throughout the year. Students will also receive instruction on the basics of coding and computer programming using a block based coding language (Blockly). Some applications we will be using to teach coding are: ScratchJR, Codespark Academy, CodeKarts, Box Island, Tynker, and Code.org. Students will be using Apple computers and iPads in our computer lab.

Classroom Rules / Acceptable Use Policy

1. Be on time to class.
2. Be prepared to learn and participate
3. Respect the teacher when giving instructions
4. Respect the computer lab equipment
5. Refrain from eating and drinking around the computers, mice and keyboards
6. Music and videos are not permitted during class instruction time
7. Computer Games are not permitted during class instruction time
8. Do not access an internet site that is unrelated to our class activity unless you are given permission by the teacher
9. Changing the computer settings on the computers or iPads is not allowed. This includes changing the pictures on the desktop and/or home screen.
10. You must always cite your sources when getting information and images from the internet

Consequences:

1. Verbal Warning
2. Appropriate number of demerits related to the offense

Student Expectations: Students are expected to participate in all classroom activities and assignments. Students are expected to put their best effort forth into all activities and assignments. Students are expected to use proper manners, follow classroom rules and the Acceptable Use Policy while in the computer labs.

Grading: E= Exceeds Expectations, S= Satisfactory/Meets Expectations,
N= Area needing attention

Effort Grades will be given for keyboarding lessons, assignments and activities throughout the year. Appropriate behavior will also be considered as part of the effort grade.

Contact Info/ About the Teacher:

Cindy Gebbia

cgebbia@spxschool.com

I am originally from Rhode Island, and have lived in North Carolina since 2004. I hold a Masters of Education in Instructional Technology degree from East Carolina University, and a Bachelor of Science degree in Marketing and Management from Franklin Pierce University. I have been teaching technology classes for 16 years. Prior to teaching at St. Pius X, I taught technology classes to students in grades Pre-Kindergarten through 6th at Forsyth Country Day School for 11 years. I have also been actively involved in training faculty with new educational technologies, and have presented on educational technology topics at the annual North Carolina Technology in Education Society conferences (NCTIES), as well as at the North Carolina Association of Independent Schools (NCAIS) technology and teacher conferences. I have been married to my husband, Mike since 1991. We have three children: Erin ~ NC State ~ College of Design, Class of 2016, Lauren, ~ UNC Chapel Hill, Class of 2018 and Matthew, ~ UNC Chapel Hill, Class of 2023.

Rubric for Computer Class Assignments/ Projects/ Classroom Participation

CATEGORY	E (Excellent)	S (Satisfactory)	N (Needs Improvement)
Class Effort and Participation	Makes appropriate contributions. Listens attentively to others. Alert and on task. Follows directions and asks questions.	At times contributes in class. Listens to others most of the time. Needs reminders to use time productively.	Seldom contributes or listens to others. Easily distracted. Can not stay on task. Talks too much to others.
Attitude	Very positive - Shows interest, enthusiasm, and a willingness to participate.	Somewhat positive - Shows some interest and willingness to learn.	Lack of interest, unresponsive.
Cooperative Learning	Uses time productively when working in pairs or groups. Participates fully as a member of a group.	Uses time somewhat productively when working in pairs or a group. Partially contributes.	Makes little or no contribution in pairs or groups.
Class Conduct and Respect for Others	Respectful and considerate to other students and the teacher.	Needs reminders to be respectful in choice of words towards others.	Disruptive during class time. Distracts others. Engages in unrelated activities.
Creativity	Project is presented with many details displayed to show creativity.	Project is presented with few details displayed to show creativity.	Project reflects no creativity.