

Beyond Technology Education K-8 Program

Technology is an important component of the St. Joachim curriculum with students regularly utilizing technology throughout their school day. St. Joachim employs “Beyond Technology Education” (BTE) Computer Literacy and Computer Science curriculum to integrate technology across all grade levels.

This project-based curriculum is divided into 4 units and covers the following technology areas:

	UNIT 1	UNIT 2	UNIT 3	UNIT 4
	Presentation Design	Creative Communication	Analytical Problem Solving	Computer Programming
PRIMARY TECHNOLOGY	Multimedia Video Production	Word Processing Website Creation	Spreadsheets Data Analysis	Block Coding JavaScript
SECONDARY TECHNOLOGY	Computer Literacy / Computing Systems / Networking and the Internet Graphic Design / Digital Citizenship / File Management / Keyboarding			

All projects are:

- Aligned to the California State K-8 Computer Science Standards, Beyond Technology Education Scope and Sequence Framework, and the ISTE Standards for Students.
- Cross-curricular and tie to the California State K-8 Mathematics and Language Arts Standards.
- Designed for differentiated instruction to increase student engagement.

Unit Breakdown

The project-based curriculum encompasses the following computer literacy and computer science content in each unit:

Unit 1 – Presentation Design: Students design multimedia presentations and develop their digital citizenship knowledge. They will also be introduced to and reviewing concepts in Computing Systems, Networks and the Internet, and Impacts of Computing as well as keyboarding. Grade level projects include multimedia presentations, digital storytelling, voice recording, GIF creation, and video production.

Unit 2 – Creative Communication: Students create, edit and complete documents using word processing and graphic design skills. Grade level projects include informative writing, booklets, comic strips, and website creation.

Unit 3 – Analytical Problem Solving: Students practice complex problem solving and data analysis using spreadsheet and database skills. Grade level projects include budgets, surveys, charts, and advanced formulas.

Unit 4 – Computer Programming: Students engage in game design using block coding and javascript to become a computer programmer. Students will be guided in making connections to understand key coding concepts such as algorithms, decomposing, looping, debugging, events, and conditionals. Grade level projects include practicing coding concepts in a coding application, developing a plan to create a program, and creating the program.

2020-2021 Theme

The project-based curriculum encompasses the following thematic content for the 2020-2021 school year:

K-1st grade students focus on character development. Each unit will introduce a specific character trait. The projects will allow the students to understand what each trait is, what it looks like, and how to put it into practice. The character traits are as follows:

Theme Kindergarten	DEVELOPING CHARACTER			
	Being a Good Listener	Showing Kindness	Being Thankful	Having Integrity
Themes Grade 1	DEVELOPING CHARACTER			
	Being Responsible	Having Self-Control	Showing Perseverance	Being Respectful

2nd-8th grade students will focus on cultivating responsibility. Each unit will take a closer look into how to become more responsible in aspects of daily life. Students will dive into the following areas of responsibility:

Themes Grades 2-8	CULTIVATING RESPONSIBILITY			
	Digital Responsibility	Personal Responsibility	Financial Responsibility	Social Responsibility

For more information about the BTE program, please visit <https://www.beyondk12.com/>