

Standards	STEM Unit 1	STEM Unit 2	STEM Unit 3	STEM Unit 4	STEM Unit 5	STEM Unit 6	STEM Unit 7	U8	Tech Unit 1	Tech Unit 2	Tech Unit 3	Tech Unit 4	Tech Unit 5	U6	Standards Details
26	4	6	5	5	3	3	3		4	4	5	5	5	5	1 24
Grade 5															
8.1.5.CS.1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	computing devices, connections
8.1.5.CS.2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	soft, hardware, model send/receive
8.1.5.CS.3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	solutions aware, hware scenarios
8.1.5.NI.1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	transmit/receive: ethernet, micro, email
8.1.5.NI.2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	security pw, physical hw, softw
8.1.5.IC.1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	tech how live, factors changed, time, showtell
8.1.5.IC.2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	improve access: design smphone, game
8.1.5.DA.1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	org, display data, mistore, water use
8.1.5.DA.2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	compare space files, storage
8.1.5.DA.3	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	present data visually
8.1.5.DA.4	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	climate change sup, claim with data
8.1.5.DA.5	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	cle predict outcomes, ideas data
8.1.5.AP.1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	alg, compare, refine (routes, solve p)

- 8.1.5.CS.1: Model how computing devices connect to other components to form a system, such as but not limited to showing connections between computing devices, participate in hands-on activities, such as connecting peripheral devices (e.g., mouse, keyboard, printer) to a computer and other similar tasks, troubleshoot, understand computer features.
- 8.1.5.CS.2: Model how computer software and hardware work together as a system to accomplish tasks, such as sending, processing and receiving information. Demonstrations can use graphics with games, storyboards, etc.
- 8.1.5.CS.3: Identify potential solutions for simple hardware and software problems using common troubleshooting strategies. Examples could include mock troubleshooting scenarios (e.g., a frozen screen, unresponsive mouse, or a non-starting application) and developing scenarios to solve including restarting, updating software and checking connections. Sharing different information online (Danger Detective game), Privacy dictionary.
- 8.1.5.NI.1: Develop models successfully transmit and receive information using both wired and wireless methods. Examples include understanding physical/wireless, ethernet cable connections, transfer files to Cloud, use of landline versus cell phone. Email exchange.
- 8.1.5.NI.2: Describe physical and digital security measures for protecting sensitive personal information. Understand public vs. private information and be able to use security measures for software and physical hardware. Lock and Key: create and access password protected documents.
- 8.1.5.IC.1: Identify computing technologies that have impacted how individuals live and work and describe the factors that influenced the changes. Voice-activation, tech timelines, tech show/tell, iview gparents tech used, laptops vs. pcs, Cloud Computing, Internet/Web Browsers access info.
- 8.1.5.IC.2: Identify possible ways to improve the accessibility and usability of computing technologies to address the diverse needs and wants of users. Screen reader, alt, input, captions, etc. Design smartphones for all, v games, et. Pick website present accessibility.
- 8.1.5.DA.1: Collect, organize, and display data in order to highlight relationships or support a claim. Examples include research, use of digital graphs, etc. Fitness, sales data for mock stores, electricity usage, daily water consumption, traffic at school at different times of day.
- 8.1.5.DA.2: Compare the amount of storage space required for different types of data. Examples include comparing videos, images, text etc. Databases vs library, size differences between different files.
- 8.1.5.DA.3: Organize and present collected data visually to communicate insights gained from different views of the data.
- 8.1.5.DA.4: Organize and present climate change data visually to highlight relationships or support a claim.
- 8.1.5.DA.5: Propose cause and effect relationships, predict outcomes, or communicate ideas using data.
- 8.1.5.AP.1: Compare and refine multiple algorithms for the same task and determine which is the most appropriate. Different ways to search, find information in a spreadsheet, different routes to reach the same place, puzzle sort, and compare.

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26	4	6	5	5	3	3	3		4	4	5	5	5	1	24
Grade 5	micro-bit-Coin Flip, intro, sensors, compass other	Mission to Mars (Oweebi Virtual Space)	Vex Go-Code Base Intro	Vex Build Robot Arm, Jobs, Real-Life Extension	SP Place Your Order, Out of Order, Pseudoc Code	SP- Hopper to Base Car and Wheels, Engineering, Coding (1 or 2 Sensors), [1]	VR Sensors Movement		Email, PW Safety, Dig Cit CodeM	Computer Hardware/Pu t Together, Networks, micro:bits	C Game	Code Course F	Tech Timeline: Solve Prob		
8.1.5.AP.2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	create p. w/ vars, store/modify data
8.1.5.AP.3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	make progs seq, loop, cond events
8.1.5.AP.4	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	bd tasks, change code new level
8.1.5.AP.5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	n. new alg, test, remx, ways solve rob chal.
8.1.5.AP.6	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	iterative process, test, (rewrite online form)
8.2.5.ED.1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	function car, robot: system/subsystem
8.2.5.ED.2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	collab collect info, bstorm, (rob tasks)
8.2.5.ED.3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	directions make product w/ correct tools
8.2.5.ED.4	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	factors why sthing gets made (robot, car)
8.2.5.ED.5	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	specs, limitations eng process..eg bridge
8.2.5.ED.6	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	alt. solutions tradeoff (home des: wind, solar)
8.2.5.I.TH.1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	exp needs/wants product (sphone, robot)

- 8.1.5.AP.2: Create programs that use clearly named variables to store and modify data. Counter, names keeper, score keeper, sensor storage of values, storing prices in online stores.
- 8.1.5.AP.3: Create programs that include sequences, events, loops, and conditionals Computer game plays sound when correct answer is pressed, etc. Loop that repeats a certain number of times and events than change screens, etc.
- 8.1.5.AP.4: Break down problems into smaller, manageable sub-problems to facilitate program development. Modifying code to add a new level, character or use data to make a mock weather app Robotic programs from larger to smaller parts.
- 8.1.5.AP.5: Modify, remix, or incorporate pieces of existing programs into one's own work to add additional features or create a new program. Create a new algorithm, test and remix. Find ways to solve robotics challenges in different ways.
- 8.1.5.AP.6: Develop programs using an iterative process, implement the program design, and test the program to ensure it works as intended. Create a game and get user feedback. Write an online form and then rewrite to get better results.
- 8.2.5 ED.1: Explain the functions of a system and its subsystems. Example function of a car, robot (engine, motors, sensors, transport, perform tasks, help humans, convert fuel, electric battery helps motors turn/run.)
- 8.2.5 ED.2: Collaborate with peers to collect information, brainstorm to solve a problem, and evaluate all possible solutions to provide the best results with supporting sketches or models. Examples: Sustainable water filtration sketch, complete robotic tasks, computer game, put together computer.
- 8.2.5 ED.3: Follow step by step directions to assemble a product or solve a problem, using appropriate tools to accomplish the task. Put together robots, take apart computer, other similar activities
- 8.2.5 ED.4: Explain factors that influence the development and function of products and systems (e.g., resources, criteria, desired features, constraints). E.g Robot, computer vs. laptop, etc. Criteria robot needs to be able to go into a dangerous factory and constraints are size, price, technological limitations.
- 8.2.5 ED.5: Describe how specifications and limitations impact the engineering design process. Example: Bridge design with weight, height, etc.
- 8.2.5 ED.6: Evaluate and test alternative solutions to a problem using the constraints and tradeoffs identified in the design process. Design energy efficient homes and come up with different alternatives, such as wind, solar, geothermal.
- 8.2.5 ITH.1: Explain how societal needs and wants influence the development and function of a product and a system. Examples: smart phones, video games, laptops, drones as people want improvement to perform tasks.

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26	4	6	5	5	3	3	3		4	4	5	5	5	1	24
Grade 5															
	micro-bit-Corn Flip, intro, sensors, compass other Space)	Mission to Mars (Qweebi Virtual Space)	Vex Go-Code Base Intro	Vex Build Robot Arm, Jobs, Real-Life Extension	SP Place Your Order, Out of Order, Pseudoc Code	SP- Hopper to Base Car and Wheels, Engineering, Coding (1 or 2 Sensors) [1]	VR Sensors Movement		Email, PW Safety, Dig Cit CodeM	Computer Hardware/Pu t Together, Networks, micro:bits	C Game	Code Course F	Tech Timeline: Solve Prob		
8.2.5.I.TH.2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	n. tool met scorning, diess car. fitrackers
8.2.5.I.TH.3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	effc. pros/cons-trains vs planes
8.2.5.I.TH.4	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	tool describe life easier, new bus (online dei)
8.2.5.NT.1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	tshoot product not work: robot, computer
8.2.5.NT.2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	new tech from demands: elec cars
8.2.5.NT.3	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	redesign from old product... old ladder bsheif
8.2.5.NT.4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	identify improvement (plastics impact areas)
8.2.5.ETW.1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	resources mal, time, energy make toy car
8.2.5.ETW.2	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	various tech reduce improper use: watersave
8.2.5.ETW.3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	hum-des explain monitoring (garden)
8.2.5.ETW.4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	exp. resources make tech: batteries mining
8.2.5.ETW.5	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	spec, tech environment; elec bikes, walk

- 8.2.5 ITH.2: Evaluate how well a new tool has met its intended purpose and identify any shortcomings it might have. Examples: robots, fitness trackers, driverless cars and list pros/cons.
- 8.2.5 ITH.3: Analyze the effectiveness of a new product or system and identify the positive and/or negative consequences resulting from its use. Pros and cons of airplanes versus fast speed trains.
- 8.2.5 ITH.4: Describe a technology/tool that has made the way people live easier or has led to a new business or career. Online shopping and delivery.
- 8.2.5 NT.1: Troubleshoot a product that has stopped working and brainstorm ideas to correct the problem. A computer that no longer powers on and plays sound. Check the wires, plug, connections, display, etc. Power button need to be repaired, the old mouse, etc.
- 8.2.5 NT.2: Identify new technologies resulting from the demands, values, and interests of individuals, businesses, industries, and societies. Examples: electric cars made by many companies.
- 8.2.5 NT.3: Redesign an existing product for a different purpose in a collaborative team. Make old cereal boxes, etc into robots. Old ladder into bookshelf. Create individual examples.
- 8.2.5 NT.4: Identify how improvement in the understanding of materials science impacts technologies. Plastic, fiber optics, lithium batteries. Example: Plastic impacts electronics, medical, automotive and toys as some examples.
- 8.2.5 ETW.1: Describe how resources such as material, energy, information, time, tools, people, and capital are used in products or systems. Making a toy car with material, energy, information, time, tools, people and money.
- 8.2.5 ETW.2: Describe ways that various technologies are used to reduce improper use of resources. Water saving toilets.
- 8.2.5 ETW.3: Explain why human-designed systems, products, and environments need to be constantly monitored, maintained, and improved. Community gardens might get weeds, soil might not be the best, and continue to learn and improve.
- 8.2.5 ETW.4: Explain the impact that resources, such as energy and materials used to develop technology, have on the environment. Mining for materials to make batteries, electric batteries. Be mindful of where resources come from.
- 8.2.5 ETW.5: Identify the impact of a specific technology on the environment and determine what can be done to increase positive effects and to reduce any negative effects, such as climate change. Cars and climate change and how to improve: bikes move to electric cars, plant trees.

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26															
Grade 5	micro-bit-Coin Flip, intro, sensors, compass other (Space)	Mission to Mars (Oweebi Virtual Space)	Vex Go-Code Base Intro	Vex Build Robot Arm, Jobs, Real-Life Extension	SP Place Your Order, Out of Order, Psuedo Code	SP- Hopper to Base Car and Wheels, Engineering, Coding (1 or 2 Sensors) [1]	VR Sensors Movement		Email, PW Safety, Dig Cit CodeM	Computer Hardware/PU It Together, Networks, micro:bits	C Game	Code Course F	Tech Timeline: Solve Prob		
8.2.5.EC.1	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	analyze tech inequity effect: Internet access
9.1.5.CR.1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	ways to give back
9.1.5.EG.4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	indiv financial decisions economy
9.1.5.FP.2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	elements good steward money
9.1.5.FP.3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	spend choice post/neg conseq.
9.1.5.FP.5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	illustrate inaccurate info shared
9.1.5.PB.1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	budget develop spend, save, etc.
9.1.5.PB.2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	choice money: save, spend, donate
9.1.5.RMI.1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	identify risks households face
9.1.5.RMI.2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	justice why have insurance
9.2.5.CAP.1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	evaluate likes/dislikes pursue career
9.2.5.CAP.2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	how you might make income
9.2.5.CAP.3	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	skills for careers
9.2.5.CAP.7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	factors b/f start business

8.2.5 EC.1: Analyze how technology has contributed to or reduced inequities in local and global communities and determine its short- and long-term effects. Ability to use the Internet in different areas for education. Computers, do all students have access to the same information and give more opportunities for students as they grow.

9.1.5 CR.1: Compare various ways to give back and relate them to your strengths, interests, and other personal factors.

9.1.5 EG.4: Describe how an individual's financial decisions affect society and contribute to the overall economy

9.1.5 FP.2: Identify the elements of being a good steward of money

9.1.5 FP.3: Analyze how spending choices and decision-making can result in positive or negative consequences.

9.1.5 FP.5: Illustrate how inaccurate information is disseminated through various external influencers including the media, advertisers/marketers, friends, educators, and family members.

9.1.5 PB.1: Develop a personal budget and explain how it reflects spending, saving, and charitable contributions.

9.1.5 PB.2: Describe choices consumers have with money (e.g., save, spend, donate).

9.1.5 RMI.1: Identify risks that individuals and households face.

9.1.5 RMI.2: Justify reasons to have insurance.

9.2.5 CAP.1: Evaluate personal likes and dislikes and identify careers that might be suited to personal likes.

9.2.5 CAP.2: Identify how you might like to earn an income.

9.2.5 CAP.3: Identify qualifications needed to pursue traditional and non-traditional careers and occupations.

9.2.5 CAP.7: Identify factors to consider before starting a business.