

FOREST HILLS SCHOOL DISTRICT



ELEMENTARY INNOVATION K-6 COURSE OF STUDY

Approved by the Forest Hills Board of Education
May 2023

Forest Hills School District Board of Education

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Philosophy and Goals

Innovation Specialists at all Forest Hills elementary schools believe in a course of study that promotes design thinking, digital citizenship, literacy, and computer science and technology. Kindergarten through sixth grade students will be engaged in hands-on STEAM (science, technology, engineering, art, and math) learning experiences with lessons that are facilitated by Innovation Specialists who are confident they are delivering an outstanding learning experience. Our environment is enriched with varying genres of literature. Students in all grade levels have the opportunity to use these resources with an emphasis on literacy in grades kindergarten to second grade.

We believe in providing all students innovation opportunities that promote curiosity, meet their needs, and their learning styles. We believe in creating an engaging environment that challenges students to be flexible, collaborative, and hands on problem-solvers. Students are creative tinkerers, makers, engineers, designers, and creators. As students progress each year, their designs, products, and evaluation processes become more sophisticated. (Ohio Technology Standards, pg 5).

FHSD students must have a foundation of computer science knowledge and gain experiences in algorithmic thinking and programming. In a world of consumers, the Elementary Innovation Lab looks to develop adaptable learners who are producers of technology. Students will gain experiences in computer coding across all grade levels and will effectively express themselves through the use of digital platforms. A student's ability to strategically use technology now is recognized as foundational and just as important as mathematics and English language arts, from which all other learning is built. (Ohio Technology Standards, pg 5).

Today's students are exposed to unprecedented amounts of information, digital resources, and media. In a constantly changing global society, students must strengthen their digital citizenship skills by focusing on being empathetic communicators and critical thinkers. FHSD students must be able to identify and use digital learning tools to create products as they construct knowledge.

Our students are curious risk-takers, intrinsically motivated, and confident to explore the world with a driven and flexible approach to learning and problem-solving. Students of the Innovation Lab are engaged collaborators who proactively seek opportunities to understand their roles and responsibilities as they contribute to positive outcomes for their community. Hands-on opportunities develop creative problem-solvers. Learners are innovative and flexible. Guiding students through the design thinking process gives them the tools they need to think outside the box to solve real-world problems, utilize independent thinking, and be empowered to take risks.

Kindergarten

Theme: Students will engage in learning around four topics: Computer Science and Technology Skills, Literacy, Design Thinking, and Digital Citizenship. Students will be introduced to entry level computer coding. Students will learn about book care and check out procedures. Students will engage in hands-on problem-solving. In addition, students will understand media balance and strategies to be safe online.

Computer Science and Technology Skills

Students will be introduced to computer coding using a variety of resources.

Standards:

1. With guidance and support, model a real-world process by constructing and following step-by-step directions (i.e., algorithms, code) to complete tasks. (OHCS-ATP.A.K.a)
2. With guidance and support, identify technologies that impact one's own everyday life. (OHCS-IC.CU.K.a)
3. With guidance and support, model a sequence of instructions (i.e program) with a beginning, middle and end to solve a problem or express an idea. (OHCS-ATP.CS.K.a)

Literacy

Students will learn about book care and check out procedures with teacher assistance. Students will be exposed to a variety of genres of literature through class lessons.

Standards:

1. Students develop and satisfy personal curiosity by reading widely and deeply in multiple formats. (NSLS-Explore.Think.1)

Design Thinking

Students will identify a problem and use the design thinking process to solve the problem. With guidance and support students will work collaboratively to create products that show their learning.

Standards:

1. Demonstrate the ability to follow a simple design process: identify a problem, think about ways to solve the problems, develop possible solutions, and share and evaluate solutions with others. (OHTECH-K-2.DT.2b)
2. Explain that a design process is a plan to find solutions to problems. (OHTECH-K-2.DT.2.c)

3. Demonstrate that there are many possible solutions to design problems. (OHTECH-K-2.DT.2.d)
4. Communicate design plans and solutions using drawings and descriptive language. (OHTECH-K-2.DT.2.e.)
5. Describe how different technologies are used in various fields. (OHTECH-K-2.DT.3.a.)
6. Work as a team to identify possible problems to solve and their potential technological solutions. (OHTECH-K-2.DT.3.b.)
7. Learners construct new knowledge by persisting through self-directed pursuits by tinkering and making. (NSLS-Explore.Create.2)

Digital Citizenship

Students will begin to understand a balance of media online and offline. Students will learn how to stay safe online by being respectful and responsible users.

Standards:

1. With guidance and support, identify and use safe and responsible behaviors concerning information and technology. (OHCS-IC.SI.K.a)
2. With guidance, discuss appropriate uses of technology. (OHCS-SLE.K.a)
3. With guidance and support, discuss examples of appropriate and inappropriate behavior online, including cyberbullying, and the steps to keep yourself and others safe and out of harm's way. (OHCS-SLE.K.b.)
4. Students will be familiar with the Forest Hills Acceptable Use Policy.

First Grade

Theme: Students will engage in learning around four topics: Computer Science and Technology Skills, Literacy, Design Thinking, and Digital Citizenship. Students will be introduced to entry level computer coding. Students will learn about book care and check out procedures. Students will identify a problem and use the design thinking process to solve the problem. Students will engage in collaborative, hands-on problem-solving. Students will understand that being safe and responsible online is similar to being safe and responsible in real life.

Computer Science and Technology Skills

Students will engage in computer coding using a variety of resources.

Standards:

1. With guidance, model a real-world process by constructing and following step-by-step directions (i.e., algorithms) to complete tasks. (OHCS-ATP.A.1.a)
2. With guidance, model a sequence of instructions (i.e., program) that includes repetition (i.e., loops) to solve a problem or express ideas. (OHCS-ATP.CS.1.a)
3. With guidance, identify and fix (i.e., debug) a multi-step process that includes sequencing. (OHCS-ATP.PD.1.b)

Literacy

Students will learn about book care and check out procedures with teacher assistance. Students will be exposed to a variety of genres of literature through class lessons.

Standards:

1. Students develop and satisfy personal curiosity by reading widely and deeply in multiple formats. (NSLS-Explore.Think.1)

Design Thinking

Students will identify a problem and use the design thinking process to solve the problem. With guidance, support, and prior knowledge, students will work collaboratively to create products that show their learning.

Standards:

1. Demonstrate the ability to follow a simple design process: Identify a problem, think about ways to solve the problems, develop possible solutions, and share and evaluate solutions with others. (OHTECH-K-2.DT.2b)
2. Explain that a design process is a plan to find solutions to problems. (OHTECH-K-2.DT.2.c)

3. Demonstrate that there are many possible solutions to design problems. (OHTECH-K-2.DT.2.d)
4. Communicate design plans and solutions using drawings and descriptive language. (OHTECH-K-2.DT.2.e.)
5. Describe how different technologies are used in various fields. (OHTECH-K-2.DT.3.a.)
6. Work as a team to identify possible problems to solve and their potential technological solutions. (OHTECH-K-2.DT.3.b.)
7. Learners construct new knowledge by persisting through self-directed pursuits by tinkering and making. (NSLS-Explore.Create.2)

Digital Citizenship

Students will understand that being safe online is similar to staying safe in real life. Students will learn how to stay safe online by being respectful and responsible users. Students will know what to do when they don't have a good feeling when using technology.

Standards:

1. With guidance, discuss appropriate and ethical uses of technology to guide informed decisions. (OHCS_IC.SLE.1.a)
2. With guidance, describe safe and responsible behaviors for the use of information and technology. (OHCS-IC.SI.1.a)
3. Identify how people use and are impacted by many types of technologies in their daily work and personal lives. (OHCS- IC.Cu.1.b)
4. Students will be familiar with the Forest Hills Acceptable Use Policy.

Second Grade

Theme: Students will engage in learning around four topics: Computer Science and Technology Skills, Literacy, Design Thinking, and Digital Citizenship. Students will engage in computer coding using a variety of resources and begin to learn how to use different digital learning tools. Students will be exposed to a variety of genres of literature through class lessons. Students will identify a problem and use the design thinking process to solve the problem. Students will engage in collaborative, hands-on problem-solving. Students will learn how to stay safe online by beginning to understand what a digital footprint is.

Computer Science and Technology Skills

Students will engage in computer coding using a variety of resources. Students will learn tips, tricks, and tutorials of the Google Suite and be exposed to various video, graphic design, and presentation tools to create products to show their learning.

Standards:

1. Model a real-world process by constructing and following step-by-step instructions (i.e., algorithms) to complete tasks. (OHCS-ATP.A.2.a)
2. Develop a program that uses sequencing and repetition (i.e., loops) to solve a problem or express ideas. (OHCS-ATP.CS.2.a)
3. Identify and fix (i.e., debug) a multi-step process that includes sequencing. (OHCS-ATP-CS.2.b)
4. Develop basic skills for using digital learning tools and resources to accomplish a defined task. (OHTECH-K-2.iCT.1.a)
5. With guidance, identify a goal and determine how digital learning tools can help accomplish that goal. (OHTECH-K-2-ICT.1.b)
6. With guidance, use digital learning tools to add audio and/or visual media to clarify information. (OHTECH-K-2.ICT.4.b)

Literacy

Students will learn about book care and check out procedures with teacher assistance. Students will be exposed to a variety of genres of literature through class lessons.

Standards:

1. Students develop and satisfy personal curiosity by reading widely and deeply in multiple formats. (NSLS-Explore.Think.1)

Design Thinking

Students will identify a problem and use the design thinking process to solve the problem. With guidance, support, and prior knowledge, students will work collaboratively to create products that show their learning. In addition, students will investigate STEAM-based careers.

Standards:

1. Demonstrate the ability to follow a simple design process: Identify a problem, think about ways to solve the problems, develop possible solutions, and share and evaluate solutions with others. (OHTECH-K-2.DT.2b)
2. Explain that a design process is a plan to find solutions to problems. (OHTECH-K-2.DT.2.c)
3. Demonstrate that there are many possible solutions to design problems. (OHTECH-K-2.DT.2.d)
4. Communicate design plans and solutions using drawings and descriptive language. (OHTECH-K-2.DT.2.e.)
5. Describe how different technologies are used in various fields. (OHTECH-K-2.DT.3.a.)
6. Work as a team to identify possible problems to solve and their potential technological solutions. (OHTECH-K-2.DT.3.b.)
7. Learners construct new knowledge by persisting through self-directed pursuits by tinkering and making. (NSLS-Explore.Create.2)
8. Students become familiar with careers through learning that connects classroom instruction to future work

Digital Citizenship

Students will learn how to stay safe online by being respectful and responsible users. Students will recognize the ways in which digital devices can be distracting. Students will understand that they should never give out private information online. Students will learn that the information they share online gives a digital footprint or “trail.”

Standards:

1. Compare and contrast safe and responsible behaviors to those that are not when using information and technology.(OHCS-IC.SI.2.a)
2. Discuss appropriate and ethical uses of technology to guide informed decision.(OHCS- IC.SLE.2.a)
3. Students will be familiar with the Forest Hills Acceptable Use Policy.

Third Grade

Theme: Students will engage in learning around four topics: Computer Science and Technology Skills, Literacy, Design Thinking, and Digital Citizenship. Students will engage in computer coding. They will learn how to use different digital learning tools to create products to show their learning. Students will identify a problem and use the design thinking process to solve the problem. Students will engage in collaborative, hands-on problem-solving. Students will learn how to stay safe online by examining online responsibilities and identifying ways they can post online to best reflect who they are.

Computer Science and Technology Skills

Students will engage in computer coding using a variety of resources. Students will learn tips, tricks, and tutorials of the Google Suite and be exposed to various video, graphic design, and presentation tools to create products to show their learning.

Standards:

1. Construct and reflect on errors in an algorithm to accomplish a given task. (OHCS-ATP-A.3.a)
2. Define and identify a variable, a placeholder for storing a value, to understand how it is used in a multi-step process (i.e., algorithm). (OHCS-ATP.VDR.3.a)
3. Create a program using sequences, events, loops and conditionals to solve a problem. (OHCS-ATP.CS.3.a)
4. Use a design process to plan the development of a program that solves problems. (OHCS-ATP.PD.3.a)
5. Using a given program known to contain errors, identify and debug errors to ensure it works. (OHCS-ATP.PD.3.b)
6. With guidance, identify, and use digital learning tools or resources to support planning, implementing, and reflecting upon a defined task. (OHTECH-3-5.ICT.1.a)
7. Explain the use of selected digital learning tools and resources to support productivity and learning (OHTECH-3-5.ICT.1.b)
8. Create products using digital learning tools and resources to demonstrate knowledge (OHTECH-3-5.ICT.3.d.)

Literacy

Students will have access to the library catalog system and opportunities to check out books from the library in order to continually seek new knowledge and appreciation for a variety of print resources.

Standards:

1. Students develop and satisfy personal curiosity by reading widely and deeply in multiple formats. (NSLS-Explore.Think.1)

Design Thinking

Students will identify a problem and use the design thinking process to solve the problem. With guidance, support, and prior knowledge students will work collaboratively to create products that show their learning. In addition, students will investigate STEAM-based careers.

Standards:

1. Critique needs and opportunities for designing solutions. (OHTECH 3-5.DT.2.a.)
2. Plan and implement a design process: Identify a problem, think about ways to solve the problem, develop possible solutions, test and evaluate solution(s), present a possible solution, and redesign to improve the solution. (OHTECH-3-5.DT.2.b.)
3. Generate, develop and communicate design ideas and decisions using appropriate terms and graphical representations. (OHTECH 3-5.DT.2.c.)
4. Learners construct new knowledge by persisting through self-directed pursuits by tinkering and making. (NSLS-Explore.Create.2)
5. Students become familiar with careers through learning that connects classroom instruction to future work.

Digital Citizenship

Students will examine online responsibilities and identify ways they can post online to best reflect who they are. Students will understand that it's important to think about the words we use online because everyone interprets things differently.

Standards:

1. Determine whether information should be shared or kept private to protect student identity. (OHCS- IC.SLE.3.b)
2. Communicate the importance of information security to protect one's own digital footprint.(OHCS-IC.SLE.3.c)
3. Explain why different types of information might need to be protected, describing common safeguards for protecting personal information.(OHCS-IC.SLE.3.d)
4. Students will be familiar with the Forest Hills Acceptable Use Policy.

Fourth Grade

Theme: Students will engage in learning around four topics: Computer Science and Technology Skills, Literacy, Design Thinking, and Digital Citizenship. Students will engage in computer coding. They will learn how to use different digital learning tools to create products to show their learning. Students will identify a problem and use the design thinking process to solve the problem. Students will engage in collaborative, hands-on problem-solving. Students will learn how to stay safe online by understanding how their actions impact themselves and others.

Computer Science and Technology Skills

Students will engage in computer coding using a variety of resources. Students will learn tips, tricks, and tutorials of the Google Suite and be exposed to various video, graphic design, and presentation tools to create products to show their learning.

Standards:

1. Construct and refine an algorithm to accomplish a given task. (OHCS-ATP-A.4.a)
2. Identify and use a variable, a placeholder for storing a value, to understand how it works in a multi-step process (i.e., algorithm). (OHCS-ATP.VDR.4.a)
3. Create a program using sequences, events, loops and conditionals to solve a problem. (OHCS-ATP.CS.4.a)
4. Use a design process to plan the development of a program that solves problems. (OHCS-ATP.PD.4.a)
5. Using guided questions, work through a program to identify errors and discuss possible solutions to repair the program. (OHCS-ATP.PD.4.b)
6. With guidance, identify, and use digital learning tools or resources to support planning, implementing, and reflecting upon a defined task. (OHTECH-3-5.ICT.1.a)
7. Explain the use of selected digital learning tools and resources to support productivity and learning. (OHTECH-3-5.ICT.1.b)
8. Create products using digital learning tools and resources to demonstrate knowledge. (OHTECH-3-5.ICT.3.d.)

Literacy

Students will have access to the library catalog system and opportunities to check out books from the library in order to continually seek new knowledge and appreciation for a variety of print resources.

Standards:

1. Students develop and satisfy personal curiosity by reading widely and deeply in multiple formats.(NSLS-Explore.Think.1)

Design Thinking

Students will identify a problem and use the design thinking process to solve the problem. With guidance, support, and prior knowledge, students will work collaboratively to create products that show their learning. In addition, students will investigate STEAM-based careers.

Standards:

1. Critique needs and opportunities for designing solutions. (OHTECH 3-5.DT.2.a.)
2. Plan and implement a design process: Identify a problem, think about ways to solve the problem, develop possible solutions, test and evaluate solution(s), present a possible solution, and redesign to improve the solution. (OHTECH-3-5.DT.2.b.)
3. Generate, develop and communicate design ideas and decisions using appropriate terms and graphical representations. (OHTECH 3-5.DT.2.c.)
4. Learners construct new knowledge by persisting through self-directed pursuits by tinkering and making. (NSLS-Explore.Create.2)
5. Students become familiar with careers through learning that connects classroom instruction to future work.

Digital Citizenship

Students will learn what components make a password secure, reflect on the benefits of focusing on one task at a time, classify information that should be kept private, and compare different forms of cyberbullying and the roles of those involved.

Standards:

1. Explain why information should be shared or kept private to protect student identity. (OHCS-IC.SLE.4.b)
2. Communicate the importance of protecting your digital footprint. (OHCS-IC.SLE.4.c)
3. Describe tradeoffs between allowing information to be public and keeping information private and secure. (OHCS-IC.SLE.4.d)
4. Explain the effect of cyberbullying and who to tell if this is happening. (OHCS-IC.SLE.4.e)
5. Students will be familiar with the Forest Hills Acceptable Use Policy.

Fifth Grade

Theme: Students will engage in learning around four topics: Computer Science and Technology Skills, Literacy, Design Thinking, and Digital Citizenship. Students will engage in computer coding. They will learn how to use different digital learning tools to create products to show their learning. Students will identify a problem and use the design thinking process to solve the problem. Students will engage in collaborative, hands-on problem-solving. Students will understand how the internet connects them to others and the importance of having a positive digital footprint.

Computer Science and Technology Skills

Students will engage in computer coding using a variety of resources. Students will learn tips, tricks, and tutorials of the Google Suite and be exposed to various video, graphic design, and presentation tools to create products to show their learning.

Standards:

1. Evaluate a multi-step process to diagram the proper steps to solve a problem (OHCS-ATP.A.5.a)
2. Create a variable, a placeholder for storing a value, to understand how it is used in a multi-step process (i.e., algorithm). (OHCS-ATP.VDR.5.a)
3. Create a program using sequences, events, loops, and conditionals to solve a problem. (OHCS-ATP.5.a)
4. Use a design process to plan and develop a program that includes multiple steps and end user preferences. (OHCS-ATP-PD.5.a)
5. Using guided questions, work through a program to identify errors and discuss possible solutions to repair the program. (OHCS-ATP.PD.5.b)
6. With guidance, identify, and use digital learning tools or resources to support planning, implementing, and reflecting upon a defined task. (OHTECH-3-5.ICT.1.a)
7. Explain the use of selected digital learning tools and resources to support productivity and learning. (OHTECH-3-5.ICT.1.b)
8. Create products using digital learning tools and resources to demonstrate knowledge. (OHTECH-3-5.ICT.3.d.)

Literacy

Students will have access to the library catalog system and opportunities to check out books from the library in order to continually seek new knowledge and appreciation for a variety of print resources.

Standards:

1. Students develop and satisfy personal curiosity by reading widely and deeply in multiple formats. (NSLS-Explore.Think.1)

Design Thinking

Students will identify a problem and use the design thinking process to solve the problem. With guidance, support, and prior knowledge, students will work collaboratively to create products that show their learning. In addition, students will investigate STEAM-based careers.

Standards:

1. Critique needs and opportunities for designing solutions. (OHTECH 3-5.DT.2.a.)
2. Plan and implement a design process: Identify a problem, think about ways to solve the problem, develop possible solutions, test and evaluate solution(s), present a possible solution, and redesign to improve the solution. (OHTECH-3-5.DT.2.b.)
3. Generate, develop and communicate design ideas and decisions using appropriate terms and graphical representations. (OHTECH 3-5.DT.2.c.)
4. Learners construct new knowledge by persisting through self-directed pursuits by tinkering and making. (NSLS-Explore.Create.2)
5. Students become familiar with careers through learning that connects classroom instruction to future work.

Digital Citizenship

Students will understand the potential impact of a mismanaged digital footprint, determine the validity of information and messages online, practice how to create strong passwords, identify situations in which a trusted adult should be consulted, and understand how the internet connects them to others.

Standards:

1. Communicate the effects of sharing personal information on the safety of student identity to determine how to protect students. (OHCS-IC.SLE.5.b)
2. Evaluate the need to keep personal information secure and protect the digital footprint. (OHCS-IC.SLE.5.c)
3. Analyze different forms of cyberbullying and identify strategies to stop cyberbullying. (OHCS-IC.SLE.5.d)
4. Students will be familiar with the Forest Hills Acceptable Use Policy.

Sixth Grade

Theme: Students will engage in learning around four topics: Computer Science and Technology Skills, Literacy, Design Thinking, and Digital Citizenship. Students will engage in computer coding. They will learn how to use different digital learning tools to create products to show their learning. Students will identify a problem and use the design thinking process to solve the problem. Students will engage in collaborative, hands-on problem-solving. Students will apply their knowledge of digital citizenship to real world situations.

Computer Science and Technology Skills

Students will engage in computer coding using a variety of resources. Students will learn tips, tricks, and tutorials of the Google Suite and be exposed to various video, graphic design, and presentation tools to create products to show their learning.

Standards:

1. Compare and refine multiple algorithms for the same task to determine which is the most efficient. (OHCS-ATP.A.6.a)
2. Write code that utilizes algorithms, variables and control structures to solve problems or as creative expressions. (OHCS-ATP.PD.6.a)
3. Test and trace to debug and refine code. (OHCS-ATP.PD.6.b)
4. Select and use digital learning tools or resources to support planning, implementing and reflecting upon a defined task. (OHCS-6-8.ICT.1.b)
5. Create products using digital learning tools and resources to demonstrate knowledge. (OHCS-6-8.ICT.3.c.)
6. Select and use a variety of media formats to communicate information to a target audience. (OHCS-6-8.ICT.4.b.)
7. Identify and explore careers related to the field of computer science. (OHCS-IC.Cu.6.c)

Literacy

Students will have access to the library catalog system and opportunities to check out books from the library in order to continually seek new knowledge and appreciation for a variety of print resources.

Standards:

1. Students develop and satisfy personal curiosity by reading widely and deeply in multiple formats. (NSLS-Explore.Think.1)

Design Thinking

Students will identify a problem and use the design thinking process to solve the

problem. With guidance, support, and prior knowledge students will work collaboratively to create products that show their learning. In addition, students will investigate STEAM based careers.

Standards:

1. Apply a complete design process to solve an identified individual or community problem: Research, develop, test, evaluate and present several possible solutions, and redesign to improve the solution. (OHTECH-6-8.DT.2.a.)
2. Explain how innovation is the process of modifying an existing system or system element(s) to improve it. (OHTECH-6-8.DT.2.c.)
3. Consider multiple factors, including criteria and constraints, (e.g., research, cost, time, materials, feedback, safety) to justify decisions when developing products and systems to solve problems. (OHTECH-6-8.DT.2.d.)
4. Learners construct new knowledge by persisting through self-directed pursuits by tinkering and making. (NSLS-Explore.Create.2)

Digital Citizenship

Students will identify the validity of information online, assess the benefits or consequences of making different decisions to address a digital dilemma, build interpersonal empathy through role-playing, and apply their knowledge of digital citizenship to real world situations.

Standards:

1. Describe tradeoffs between allowing information to be public and keeping information private and secure to inform decision-making. (OHCS-IC.SLE.6.a)
2. Identify the social and economic implications of privacy in the context of safety, law or ethics to understand how privacy impacts these areas. (OHCS-IC.SLE.6.b)
3. Differentiate between the appropriate and inappropriate content on the internet and identify unethical and illegal online behavior. (OHCS- IC.SLE.6.e)
4. Explain the positive and negative impact the use of technology can have on personal, professional and community relationships. (OHTECH- 6-8.ST.2.b.)
5. Investigate how social media impacts society and the digital identities of individuals and organizations. (OHTECH- 6-8.ST.2.c.)
6. Students will be familiar with the Forest Hills Acceptable Use Policy.

Resource Materials

Lego Education
Xello

