

P.S. 181Q, THE BROOKFIELD SCHOOL

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Welcome to Technology and Computer Science @ PS 181Q! In Technology, students will learn how to use computers to create various types of documents and learn. In Computer Science, students will learn how to code to give computers instructions to follow. This newsletter will give you an overview on what programs students will use to develop their computer science and technology skills.

Computer Science



Our school participates in the New York City's Department of Education's Computer Science for All (CS4All) Initiative through the SEPjr program. The Software Engineering Program Junior (SEPjr) is a high-quality computer science program for kindergarten through fifth-grade students that balances rigorous and meaningful direct instruction with open-ended creative computing. The following topics will be presented:

- 1) Block-based or text-based programming
- 2) Game Design/Digital Storytelling
- 3) Robots/Robotics
- 4) Physical Computing

Students will use various websites like Kodable, Code.org, Scratch, Code Spark Academy, Google's CS First, Tynker and MakeCode to develop their programming skills.

Keyboarding



Keyboarding is an essential skill. Throughout the year, students in 2nd-5th graders will be taught how to touch type online

using typing.com. Each grade has a typing goal to meet by June. Second grade should be typing 15 Words Per Minute (WPM), Third grade should be typing at least 20 WPM, Fourth Grade should be typing at least 30 WPM and Fifth Grade should be typing at least 35 WPM. Student are encouraged to complete their touch typing drills using their accounts at home.

Digital Citizenship



All students at PS 181Q will receive instruction in digital citizenship. Students in Kindergarten – 2nd grade will use Common Sense Media curriculum to complete activities in the 8 strands to learn how to be safe and responsible digital citizens. Students in 3rd – 5th grades will use the programs below to develop their digital citizenship skills.



Digital Passport

Digitalpassport.org will be used by 3rd grade. This program will satisfy our Digital Citizenship instruction that comes from the Common Sense Education curriculum. Students will learn how to be great digital citizens and how to be safe online.



Google Interland



Google Interland will be used by 4th grade. It is an adventure-packed online game that puts the key lessons of digital citizenship and safety into hands-on practice. It focuses on five main themes: Be Internet Smart, Be Internet Alert, Be Internet Strong, Be Internet Kind and Be Internet Brave.

Ignition™

Ever-fi: Ignition

DIGITAL LITERACY & RESPONSIBILITY

All 5th grade students are expected to complete Ever-fi's Ignition digital literacy and responsibility curriculum. It is designed to provide students with the information they need to safely and confidently navigate the digital world. Through six digital responsibility lessons, students take practical steps to protect their own privacy and safety online.

Desktop Publishing & Virtual Learning



Wixie is website that students in Grades 2 and 3 will use to showcase their learning by creating original digital projects which they will publish and turn in online.



Edmodo

Students in 4th grade will use Edmodo to be a part of our virtual classroom. Edmodo allows students to meet online to learn and collaborate with each other. All computer generated assignments will be turned in digitally through Edmodo. Students will also learn how to use Microsoft Office Apps which is built into Edmodo to develop various types of documents.

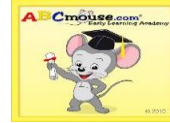
Google Classroom



Students in 5th grade will use Google Classroom and learn how to use Google Apps to be a part of our virtual classroom. Google Classroom will prepare students to create various documents, learn and collaborate with each online. All computer generated assignments will be turned in digitally through Google Classroom.

Apps For Learning

ABCMouse All Pre-Kindergarten – 2nd grade students have ABCMouse accounts to support learning in all subject areas. Students are encouraged to complete activities in their My Lessons area at home. Students have access to the entire ABCMouse account in school.



Sumdog is a math website that allows students to play fun games while practicing math skills aligned to the Common Core State Math Standards. All 1st-5th graders will have a Sumdog account that they can use in school and at home to reinforce their math skills. Students are encouraged to use their Sumdog account so that they can master grade level skills. There is a free app for Sumdog.



i-Ready is a math and reading website that allows students to practice their reading and math skills. On IXL, math is more than just numbers. Students in Kindergarten -5th grade students are encouraged to use their iReady accounts at home to support the skills taught in class.

Raz Kids is a website that supports reading fluency and comprehension. All Kindergarten – 3rd graders



and students reading below grade level in 4th and 5th grade are encouraged to use their Raz Kids account to move their reading level up.

Class Dojo is a classroom communication app used to share students'



performance and conduct reports between parents and teachers. It's also used as a feed for photos and videos during the school day. Students are also able to share what they have learned through the app. You can always direct message me using this app or mail me at kgordon@ps181q.org.