Introduction to Software Technology Curriculum Map 2023-2024

1. ## Unit 6: Online Safety and Digital Citizenship

    A. Student Goal: Learn the impact of technology on society and the workforce and exhibit decision-making skills and critical thinking in the ethical use of digital resources.

    B. Student Goal: Learn about cyberbullying and its effects and handling digital communication in personal and professional lives.

    C. Student Goal: Understand the consequences of choices they make with their digital footprints, managing social media and protecting themselves.

    D. Student Goal: Demonstrate and maintain a safe environment while communicating online.

    E. Assessment/Quizzes:

Daily Work/Quizzes	Labs	Tests/Projects
-2-	--	-2-

2. ## Unit 5: Emerging and Future Technology

    A. Student Goal: Describe and explore current and emerging software

    B. Student Goal: Learn how technology has evolved since the invention of 4th generation computers.

    C. Student Goal: Develop a working IT vocabulary.

    D. Student Goal: Describe trends in emerging, evolving, and future computer technologies and their influence on IT practices.

    E. Assessment/Quizzes:

Daily Work/Quizzes	Labs	Tests/Projects
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3. ## Unit 1&4: Employability Skills

    A. Student Goal: Learn how to communicate effectively through writing, speaking,

listening, reading.

B. Student Goal: Explain why effective communication is important.

C. Student Goal: Learn collaboration as they identify communication styles, determine their own style, and how to plan, organize, and conduct a meeting.

D. Student Goal: Identify and apply the appropriate skill sets to be productive in the workplace.

E. Assessment/Quizzes:

Daily Work/Quizzes	Labs	Tests/Projects
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4. **Unit 3&12: Career Development**

A. Student Goal: Learn to work in a team to solve problems and share knowledge.

B. Student Goal: Explore the impact of digital technology on careers and careers in the Georgia Career Clusters.

C. Student Goal: Research post-secondary options and IT credentials needed for various occupations.

D. Student Goal: Describe the impact of having web design skills for chosen career.

E. Assessment/Quizzes:

Daily Work/Quizzes	Labs	Tests/Projects
-2-	--	-1-

5. **Unit 2: Information Technology Career**

A. Student Goal: Learn about jobs that requires technology but are not considered information technology positions.

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B. Student Goal: Learn how women are playing a major role in the field of computer science.

C. Student Goal: Identify the game design industry for design, creation, and career options.

D. Assessment/Quizzes:

Daily Work/Quizzes	Labs	Tests/Projects
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6. **Unit 7: Problem Solving, Flowcharting, Algorithms, and Game Development**

A. Student Goal: Define computational thinking and identify the 6 steps in Computational thinking process

B. Student Goal: Explain software development process used to solve problems.

C. Student Goal: Learn about Algorithm and demonstrate how to construct a Flowchart.

D. Assessment/Quizzes:

Daily Work/Quizzes	Labs	Tests/Projects
-2-	--	-2-

7. **Unit 9: Visual Programming**

A. Student Goal: Learn about object-orientation programming

B. Student Goal: Utilize drag and drop software to develop programs.

C. Student Goal: Understand and use objects.

D. Student Goal: Explain how sequence, selection, iteration is building blocks of algorithms.

E. Student Goal: Learn how to use various debugging and testing methods to correct programs.

F. Student Goal: Know how to incorporate music and art to enhance creativity in projects.

G. Assessment/Quizzes:

Daily Work/Quizzes	Labs	Tests/Projects
--3	--	-1-

8. **Unit 5 cont : Evaluating Online Resources**

   A. Student Goal: Learn how to back up data.

   B. Student Goal: Describe how to conduct a web search to obtain accurate and relevant information.

   C. Student Goal: Learn how to secure and protect data from viruses and other intrusions.

   D. Assessment/Quizzes:

Daily Work/Quizzes	Labs	Tests/Projects
-1-	--	--

9. **Unit 5 cont : Operating Systems & Binary Code**

   A. Student Goal: Describe the purposes and functions of the operating systems.

   B. Student Goal: Explain how the operating system keep track of storage resources.

   C. Assessment/Quizzes:

Daily Work/Quizzes	Labs	Tests/Projects
1--	--	-1-

10. **Unit 10: Networking Basics**

   A. Student Goal: Learn how computer networks are classified.

   B. Student Goal: Explain key issues in data transmission.

   C. Student Goal: Identify and describe 4 types of network topologies.

D. Student Goal: Describe the purposes of at least 3 types of network components.

E. Assessment/Quizzes:

Daily Work/Quizzes	Labs	Tests/Projects
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11. **Unit 11: Cyber security & Legal Issues**

   A. Student Goal: Demonstrate positive cyber citizenry.

   B. Student Goal: Describe how technology impacted the workplace and society.

   C. Student Goal: Identify security issues and trends affecting computers and information privacy.

   D. Student Goal: Understand issues related to technology and practice legal and ethical behavior.

   E. Assessment/Quizzes:

Daily Work/Quizzes	Labs	Tests/Projects
-1	--	-1-

12. **Unit 8: Web Design**

   A. Student Goal: Identify and explain elements of web design.

   B. Student Goal: Design simple webpages.

   C. Student Goal: Differentiate between web authoring and coding when it comes to designing web pages.

   D. Student Goal: Explore the trends and emerging issues for websites.

   E. Assessment/Quizzes:

Daily Work/Quizzes	Labs	Tests/Projects
-3-	--	2--

13. Unit 12 cont: FBLA

A. Student Goal: Explain the goals, mission and objectives of Future Business Leaders of America.

B. Student Goal: Explore and discuss the opportunities available through participation in FBLA.

C. Student Goal: Describe how computing enhances traditional careers and enables new careers.

D. Student Goal: Identify the game design industry for design, creation, and career options.

E. Assessment/Quizzes:

Daily Work/Quizzes	Labs	Tests/Projects
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