

Almont Community Schools 6-8 Technology Pacing Guides

Revised: 10-12-16

	Semester 1																		Semester 2																					
	September				October				November				December		January		January/February				March				April				May		June									
Weeks	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38		
8th Grade	Keyboarding Weeks) (4				21T4S Social Networking (4 weeks)				4 Square Writing Focus Using Technology (3 weeks)				Coding (4 weeks)				21T4S Screencasting and Digital Storytelling (4 weeks)				Keyboarding Weeks) (4				21T4S Social Networking (4 weeks)				4 Square Writing Focus Using echnology (3 weeks)				Coding (4 weeks)				21T4S Screencasting and Digital Storytelling (4 weeks)			
7th Grade	Keyboarding Weeks) (4				21T4S Social Networking (4 weeks)				4 Square Writing Focus Using Technology (3 weeks)				Coding (4 weeks)				21T4S Screencasting and Digital Storytelling (4 weeks)				Keyboarding Weeks) (4				21T4S Social Networking (4 weeks)				4 Square Writing Focus Using echnology (3 weeks)				Coding (4 weeks)				21T4S Screencasting and Digital Storytelling (4 weeks)			
6th Grade	Keyboarding Weeks) (4				21T4S Social Networking (4 weeks)				4 Square Writing Focus Using Technology (3 weeks)				Coding (4 weeks)				21T4S Screencasting and Digital Storytelling (4 weeks)				Keyboarding Weeks) (4				21T4S Social Networking (4 weeks)				4 Square Writing Focus Using echnology (3 weeks)				Coding (4 weeks)				21T4S Screencasting and Digital Storytelling (4 weeks)			
Skills Covered	Hand Position, Posture, Memorization of Keys				Digital Footprints, Online Safety, Real-life implications				Using a 4-square template, the writing process, peer editing using digital technology, finding meaningful examples through the use of technology				Coding language, Real-life applications, Creating an App using the coding language				Use media online to create a story and evaluate media as a medium				Hand Position, Posture, Memorization of Keys				Digital Footprints, Online Safety, Real-life implications				Using a 4-square template, the writing process, peer editing using digital technology, finding meaningful examples through the use of technology				Coding language, Real-life applications, Creating an App using the coding language				Use media online to create a story and evaluate media as a medium			