



Python with Robotics (CodeBot)	Tech Apps Standards Grade 6	Project 1: First Steps	Project 2: Time and Motion	Remix Project 2	Project 3: Animatronics	Remix Project 3	Project 4: Fence Patrol	Remix Project 4	Project 5: Line Follower	Remix Project 5	Project 6: Hot Pursuit	Remix Project 6	ADDITIONAL LESSONS	What is Computer Science?	Technology & Trends	Data & Trends	The Design Process	Files & File Management	Searches	Digital Citizenship	Cybersecurity	Intellectual Property	OPTIONAL LESSONS	Project 7: Navigation	Remix Project 7	Project 8: All Systems Go	Remix Project 8	Project 9	Project 10
		(6) Data literacy, management, and representation - organize, manage, and analyze data. The student uses digital tools to transform data, make inferences, and predictions.	(A) use digital tools to transform data in order to identify and discuss trends and make inferences				X	X	X	X	X	X	X	X				X				X					X	X	X
(7) Data literacy, management, and representation - communicate and publish results. The student creates digital products to communicate data to an audience for an intended purpose.	(A) use digital tools to communicate and display data from a product or process to inform an intended audience	X	X	X	X	X	X	X	X	X	X	X		X	X	X				X	X	X	X		X	X	X	X	X
(8) Digital citizenship - social interactions. The student understands different styles of digital communication and that a student's actions online can have a long-term impact.	(A) identify the impact of a digital footprint																			X									
	(B) create formal and informal digital communications using appropriate digital etiquette																			X									
	(C) collaborate on digital platforms such as recording a video conference presentation using appropriate formal and informal digital etiquette																			X									
(9) Digital citizenship - ethics and laws. The student recognizes and practices responsible, legal, and ethical behavior while using digital tools and resources.	(A) adhere to local acceptable use policy (AUP) and practice safe, ethical, and positive online behaviors																			X	X								
	(B) discuss and define intellectual property and associated terms, including copyright law, permission, fair use, creative commons, open source, and public domain																					X							
	(C) create citations and cite sources for a variety of digital forms of intellectual property																					X							
	(D) describe how information can be exaggerated or misrepresented online																					X							
(10) Digital citizenship - privacy, safety, and security. The student practices safe, legal and ethical digital behaviors to become a socially responsible digital citizenship.	(A) identify real-world cybersecurity problems such as phishing, malware, password attacks, identity theft, and hacking																				X								
	(B) identify various methods of cyberbullying such as harassment, impersonation, and cyberstalking																				X								
(11) Practical technology concepts - processes. The student evaluates and selects appropriate methods or techniques for an independent project and identifies and solves common hardware and software problems using troubleshooting strategies.	(A) create and design files in various formats such as text, graphics, video, and audio files														X	X		X			X	X							

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(12) **Practical technology concepts – skills and tools.** The student leverages technology systems, concepts, and operations to produce digital artifacts.

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(A) apply appropriate technology terminology such as cloud applications, input, output, and basic programming	X	X	X	X	X	X	X	X	X	X	X			X	X		X		X	X	X		X	X	X	X	X	X
(B) identify effective file management strategies such as file naming conventions, local and remote locations, backup, hierarchy, folder structure, file conversion, tags, and emerging digital organizational strategies																	X											
(C) select and use the appropriate platform and tools to complete a specific task or project	X	X	X	X	X	X	X	X	X	X	X			X	X				X	X	X		X	X	X	X	X	X
(D) demonstrate improvement in speed and accuracy as measured by words per minute when applying correct keyboarding techniques															X													
(E) select and use appropriate shortcuts within applications	X	X	X	X	X	X	X	X	X	X	X												X	X	X	X	X	X
(F) use help sources to research application features and solve software issues				X	X	X	X	X	X	X	X			X	X								X	X	X	X	X	X
(G) identify types of local and remote data storage such as cloud architecture or local server																	X											
(H) use productivity tools found in spreadsheet, word processing, and publication applications to create digital artifacts such as reports, graphs, and charts			X	X	X	X	X	X	X	X	X		X	X	X				X	X	X		X	X	X	X	X	X