

2nd Grade Technology Pacing Guide

Weeks	Unit Title	Focus & Learning Goals
1–6	Unit 1: Computing Devices & Systems	<ul style="list-style-type: none">• select and operate computing devices per user needs• explain hardware and software functions• describe hardware/software problems using accurate language• describe and model network connections and Internet use
7–12	Unit 2: Internet & Security Basics	<ul style="list-style-type: none">• model how people connect via networks/Internet• create strong passwords; explain security importance• secure device access
13–18	Unit 3: Data Collection and Visualization	<ul style="list-style-type: none">• collect/display data visually, including climate data• store, manipulate, modify, delete data• identify data patterns and make predictions using visuals
19–24	Unit 4: Algorithms & Programming	<ul style="list-style-type: none">• model daily processes via algorithms• use symbols to represent data• create programs with sequences and simple loops• break tasks into steps and describe program expectations• give attribution• debug simple loops/programs
25–30	Unit 5: Design Thinking – Explore & Build	<ul style="list-style-type: none">• communicate product/device function• collaborate to design/simple build using appropriate tools• identify constraints in engineering design• explore how products meet human needs• model product disassembly/reassembly; brainstorm improvements, repairs

31–36	Unit 6: Design Thinking – Resources & Global Context <ul style="list-style-type: none"> • classify products as natural vs. technological • identify resources needed and recycling systems • explain disposal vs. reuse environmental impact • compare technology use across communities
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