Kindergarten Technology Pacing Guide

Weeks	Unit Title	Focus & Learning Goals
1–6	**Unit 1: Devices & Systems**	• select and operate devices accurately to meet user needs • explain functions of hardware/software components • describe hardware/software problems with proper terminology • model how computers connect to people & places
7–12	**Unit 2: Connection & Security**	• create strong passwords; explain device security (1A-NI-04) • explain why device access must be protected • compare life before/after computing tech (Impacts of Computing)
13–18	**Unit 3: Data & Visualization**	• collect and present data, including climate visuals • store/copy/search/modify/delete data • identify patterns and make predictions from charts
19–24	**Unit 4: Algorithms & Programming**	• model routines with algorithms • represent data symbolically • write programs with sequences and loops • break tasks into steps, describe program flow, goals • debug simple code with loops
25–30	**Unit 5: Design Thinking – Build & Brainstorm**	• communicate product/device function • collaborate & build a product via design processes • identify constraints • identify need-meeting products
31–36	**Unit 6: Design Thinking – Resources & Community**	• disassemble/reassemble a product; explain parts • brainstorm improvements/fixes • classify natural vs tech products; identify resources needed • model recycling processes and environmental impact • compare technology across communities globally