

2026/2027

Technology

Scope and Sequence

DIGITAL LITERACY + COMPUTATIONAL THINKING

- ✓ GRADES K-5
- ✓ ALIGNED TO TECHNOLOGY
CONTENT STANDARDS
- ✓ INQUIRY-BASED FOR
STUDENT-CENTERED LEARNING
- ✓ AVAILABLE IN 48+ LANGUAGES

NEW FOR THE SCHOOL YEAR
★ ★ ★
2026
★ ★ ★
NEW FOR THE SCHOOL YEAR

inquisitive

Interactive slides with embedded stimulus

Match the peripheral device with the correct definition.

Peripheral Device Definition Match

Definition	Device
Sends data to a computer based on the letter, number and symbol keys that are pressed.	Keyboard
Moves the cursor on a screen and can be used to move or select items by clicking on it.	VR headset
Lets the user experience virtual worlds such as simulations and games as if they were part of real life.	Printer
Plays sound from a digital system.	Mouse
Makes a paper copy of text or images.	Speakers

Brainstorm additional peripheral devices. Discuss their functions and how they interact with digital systems.

Teaching notes:

- Background notes
- Suggested answers
- Teaching strategies

Next

Digitally share and print resources

How might technology help us?

Get Started

Language

- English
- Spanish
- Arabic
- Armenian
- Bengali

48+ languages

Open-and-Go Lessons

Intuitive Design Builds Teacher Confidence

Lessons guide digital literacy and computational thinking without requiring prior expertise.

Comprehensive Teaching Sequence

Every lesson includes a clear progression, from launch to reflection, aligned with learning goals and standards.

Detailed Teacher Notes

Step-by-step guidance, differentiation tips, modeled solutions, pacing.

Suggested Inquiry

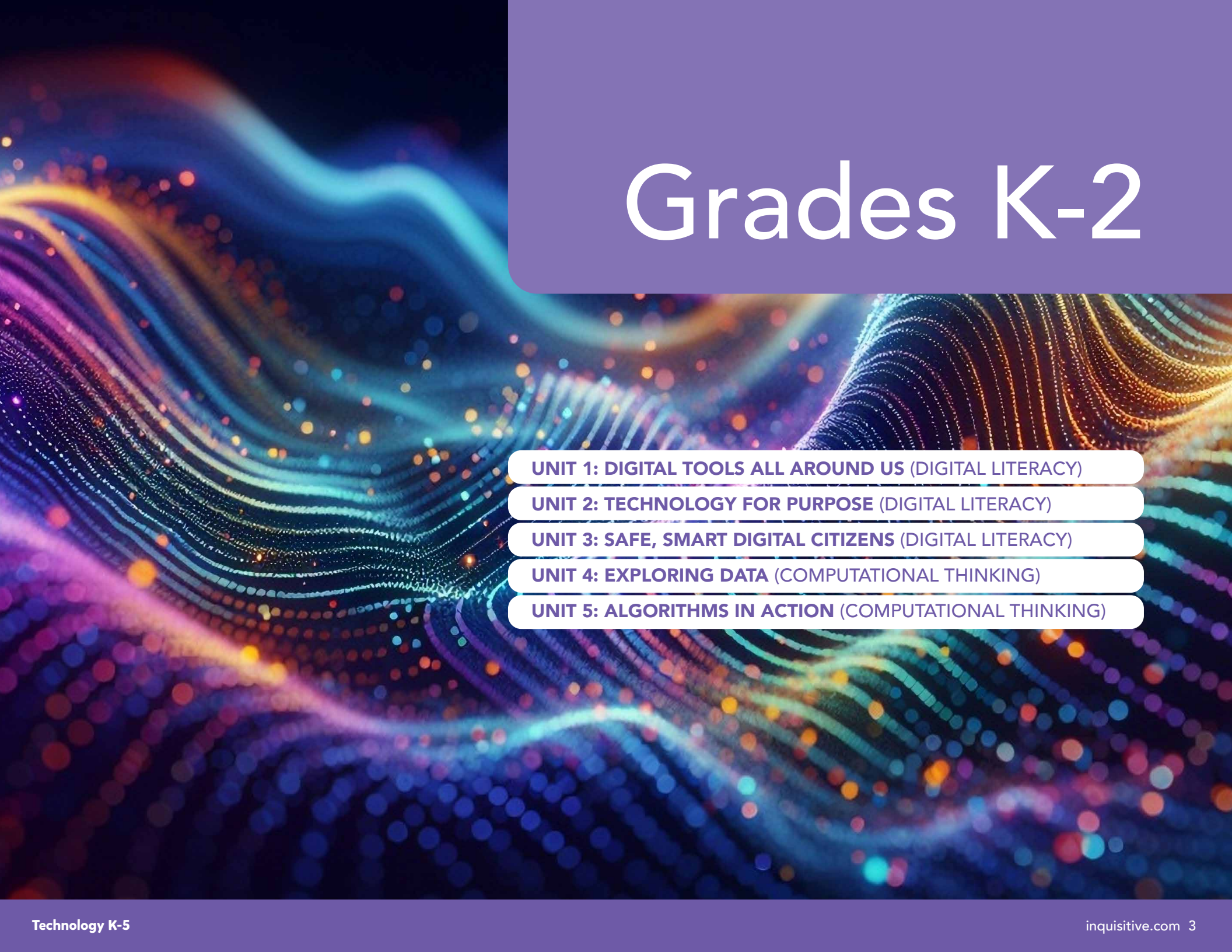
For discussion with student voice and choice.

Open-and-Go Simplicity

Lesson slides are ready to teach with embedded stimulus.

Visual & Interactive Aids

Slides, videos, prompts, and activities are fully integrated.



Grades K-2

UNIT 1: DIGITAL TOOLS ALL AROUND US (DIGITAL LITERACY)

UNIT 2: TECHNOLOGY FOR PURPOSE (DIGITAL LITERACY)

UNIT 3: SAFE, SMART DIGITAL CITIZENS (DIGITAL LITERACY)

UNIT 4: EXPLORING DATA (COMPUTATIONAL THINKING)

UNIT 5: ALGORITHMS IN ACTION (COMPUTATIONAL THINKING)

Digital Literacy

Digital Tools All Around Us

- K-2.DL.1.1** Navigate a variety of technologies that will help them in their learning and begin to demonstrate an understanding of how knowledge can be transferred between tools. (L1)
- K-2.DL.3.3** Identify, using accurate terminology, simple hardware and software problems. (L1)
- K-2.DL.3.2** Demonstrate how to operate a variety of computing devices by turning on, navigating, opening/closing programs or apps as appropriate. (L3)
- K-2.DL.3.1** Locate and identify computing, input, and output devices in a variety of environments. (L2)

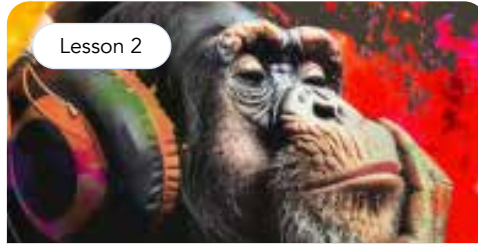
Lesson 1



Here, There and Everywhere!

Students are learning to identify familiar digital systems and their hardware and software.

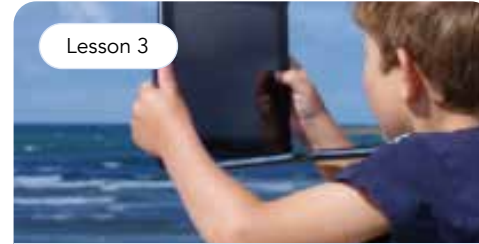
Lesson 2



Exploring Peripherals

Students are learning to identify input and output peripheral devices and understand how they interact with digital systems.

Lesson 3



Click, Capture, Create

Students are learning to take a photo, with permission, label and save it.

Digital Literacy

Technology For Purpose

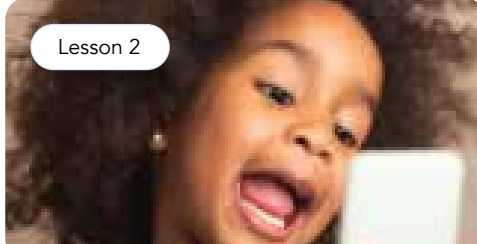
- K-2.DL.5.1** Explain that networks link people using computers and other computing devices allowing them to communicate, access, and share information. (L1, L2)
- K-2.DL.1.2** Understand that a wide range of jobs require knowledge or use of computing. (L3)
- K-2.DL.4.2** Choose different tools for creating something new for communicating with others. (L2)

Lesson 1

**Exploring Apps**

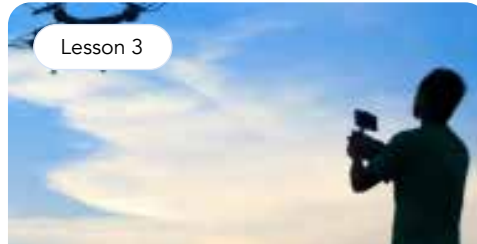
Students are learning to identify and safely use apps for a purpose.

Lesson 2

**Let's Communicate**

Students are learning to understand how we can use digital systems to communicate.

Lesson 3

**Digital Systems At Work**

Students are learning to understand how digital systems are used to meet the needs of people in different jobs.

Digital Literacy

Safe, Smart Digital Citizens

- K-2.DL.1.3** Demonstrate an understanding that technology is all around them and the importance of keeping their information private. (L1, L2, L3)
- K-2.DL.2.1** Practice responsible digital citizenship and decision making using positive, safe, legal and honest behaviors in the use of technology systems and software. (L3)
- K-2.DL.2.2** Demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of their decisions when interacting online. (L2)
- K-2.DL.3.4** Understand and apply resources to construct knowledge, produce creative artifacts and make connections to their learning. (L4)
- K-2.DL.4.1** Create a design document to illustrate thoughts, ideas, and stories in a sequential manner (e.g., storyboard, mind map). (L4)
- K-2.DL.4.3** Use technology to communicate with others and to look at problems from different perspectives.(L4)



Lesson 1

Personal and Public Data

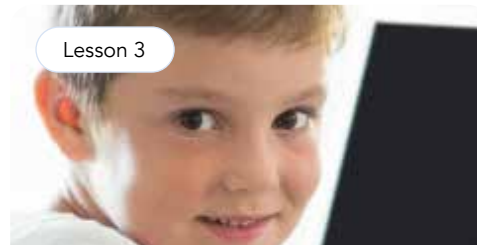
Students are learning to identify and differentiate between personal and public data.



Lesson 2

Ask First

Students are learning to understand the importance of keeping personal information private when sharing online.



Lesson 3

Safe Access

Students are learning to use digital systems in a responsible and respectful way by understanding the importance of secure passwords and positive online communication.



Lesson 4

Smart Sharing

Students are learning to understand how to use digital tools for collaboration and sharing.

Computational Thinking

Exploring Data

- K-2.CT.2.1** Classify and sort information into useful order without using a computer (e.g. sorting objects by various attributes). (L2)
- K-2.CT.2.2** Demonstrate that computing devices save information as data that can be stored, searched, retrieved, modified, and deleted. (L1, L2, L3, L4)
- K-2.CT.3.1** Share ideas in multiple ways using digital tools. (L3, L4)



Lesson 1

Exploring Data Representation

Students are learning to identify data that can be represented as pictures, symbols, numbers or words in digital environments.



Lesson 2

Data as Objects

Students are learning to represent data using objects.



Lesson 3

Manipulating Data

Students are learning to upload and manipulate data in several ways.



Lesson 4

Patterns in Data

Students are learning to recognise how patterns in data solve problems.

Computational Thinking Algorithms in Action

- K-2.CT.4.2** Construct an algorithm to accomplish a task. (L4, L5)
- K-2.CT.4.3** Follow the sequencing in an algorithm. (L1)
- K-2.CT.4.4** Break a problem into parts and identify ways to solve the problem. (L2)
- K-2.CT.4.5** Use a design process to ask questions, suggest solutions, test ideas to solve problems and redesign as needed. (L5)
- K-2.CT.4.6** Use age-appropriate digital and nondigital tools to design something and are aware of the step-by-step process of designing. (L3, L5)

- K-2.CT.4.7** Understand how technology is used to make a task easier or repeatable and can identify real-world examples. (L1)
- K-2.CT.4.1** Construct and test problem solutions using a block-based and/or visual programming. (L5)
- K-2.CT.2.5** Identify a problem and select appropriate technology tools to explore and find solutions. (L2)
- K-2.CT.1.2** Use digital tools to create original artifacts. (L4, L5)



Lesson 1

Following an Algorithm

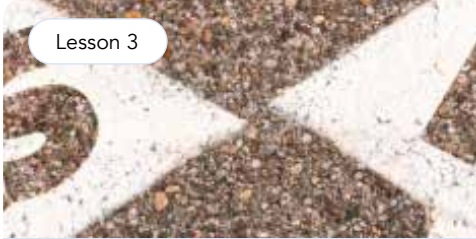
How does following steps help us solve a problem?



Lesson 2

Steps and Decisions Solve Problems

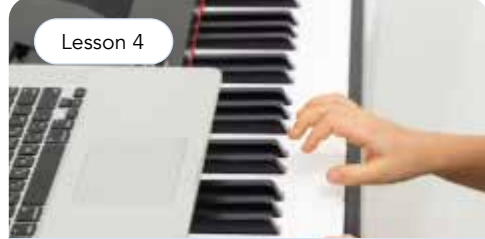
Students will be able to describe steps and decisions to solve a problem.



Lesson 3

Making Decisions

Students are learning to use branching to make decisions and solve problems.



Lesson 4

Repeating Steps

Students are learning to create and follow an algorithm with steps that repeat a set number of times (iteration).



Lesson 5

Controlling a Device

Students are learning to create a sequential algorithm that controls a digital device.

Grades 3-5

UNIT 1: DIGITAL DEVICES IN OUR WORLD (DIGITAL LITERACY)

UNIT 2: SAFE, SMART, AND ETHICAL DIGITAL CITIZENS (DIGITAL LITERACY)

UNIT 3: COLLABORATING IN A DIGITAL WORLD (COMPUTATIONAL THINKING)

UNIT 4: DATA WIZARDS (COMPUTATIONAL THINKING)

UNIT 5: FROM DEVICE TO DEVICE (COMPUTATIONAL THINKING)

UNIT 6: LOOPS, LOGIC, AND UI (COMPUTATIONAL THINKING)

UNIT 7: TURTLE TRACKS: CODING IN ACTION (COMPUTATIONAL THINKING)

UNIT 8: INTERFACE INNOVATORS (COMPUTATIONAL THINKING)

Digital Literacy

Digital Devices in our World

3-5.DL.3.1 Identify how computational devices impact daily life. (L1, L2, L3)

3-5.DL.3.3 Explore the connections between computer science and other fields. (L1, L2, L3)

3-5.DL.4.1 Generate examples of how the use of computing can affect society and how society can influence the use of computing. (L1, L2, L3)



Lesson 1

What is Data?

Students are learning to understand how data is collected, used and represented in digital platforms.



Lesson 2

Data and Digital Systems

Students are learning to understand how data is transferred and transmitted between digital systems.



Lesson 3

Telehealth

Students are learning to understand how real-world digital systems use internal components and network connections to provide essential services.

Digital Literacy

Safe, Smart, and Ethical Digital Citizens

- 3-5.DL.2.1** Practice responsible digital citizenship using positive, safe, legal and ethical behaviors in the use of technology systems and software. (L1, L2, L3, L4)
- 3-5.DL.2.2** Explain ethical issues that relate to equity of access, accessibility, security, privacy, copyright, digital citizenship, digital footprint, and intellectual property with computers and networks. (L1, L2, L3, L4, L5)
- 3-5.DL.1.1** Analyze a variety of resources for accuracy, perspective, credibility, and relevance using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others. (L1, L3)



Lesson 1

Safe and Smart Online Searches

Students are learning to develop safe and effective online search strategies.



Lesson 2

Keeping It Personal

Students are learning to understand the importance of online safety and how to protect their personal information.



Lesson 3

Online Safety and Privacy

Students are learning to:
Collaborate responsibly online.
Understand the importance of protecting their digital footprint.



Lesson 4

Password Power (Yr 4)

Students are learning to understand the importance of strong passwords and secure online practices.



Lesson 5

Digital Ethics and AI

Students are learning to understand how artificial intelligence (AI) works and how to recognise and respond to the ethical challenges it can create.

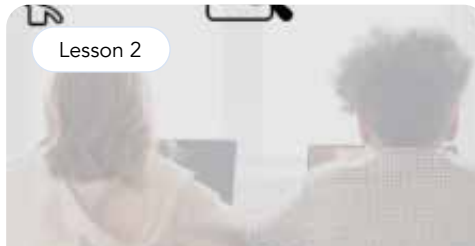
Computational Thinking

Collaborating in a Digital World

- 3-5.CT.3.5** Choose tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally. (L1, L2)
- 3-5.CT.1.3** Recognize and utilize the features and functions of a variety of creation or communication tools. (L1, L2)
- 3-5.CT.2.3** Collect feedback from both people and features embedded in digital tools and use age-appropriate technology to share learning. (L1, L2)
- 3-5.CT.2.6** Navigate age-appropriate technologies and begin to transfer their learning to different tools or learning environments. (L1, L2)
- 3-5.CT.3.4** Consider their expected audience when creating and sharing digital artifacts and presentations. (L2)
- 3-5.CT.5.1** Identify and understand ways that teamwork and collaboration can support problem solving and the software design cycle. (L1, L2)

**Collaboration Online**

Students are learning to understand the importance of effective online collaboration in achieving shared goals.

**Collaboration Using Digital Tools**

Students are learning to collaborate effectively online to complete a community project proposal.

Computational Thinking Data Wizards

3-5.CT.2.2 Understand how computers encode and store data. (L1, L2)

3-5.CT.2.5 Select effective technology to represent data. (L3, L4)

3-5.CT.2.3 Collect feedback from both people and features embedded in digital tools and use age-appropriate technology to share learning. (L3, L4)

3-5.CT.2.4 Explore or solve problems by selecting technology for data analysis, modeling and algorithmic thinking. (L3, L4, L5)

3-5.CT.2.1 Use outcome data to solve a problem or answer a question. (L3, L4)

3-5.CT.3.3 Communicate ideas textually visually and graphically. (L3, L4)

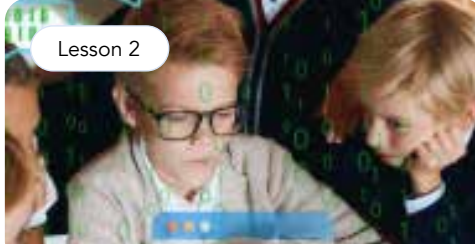
Lesson 1



On or Off?

Students are learning to understand how computers use binary (on/off states) to represent and process information.

Lesson 2



Cracking the Code

Students are learning to understand how digital systems encode and decode information using binary and ASCII codes.

Lesson 3



Google Sheets Wizards

Students are learning to use spreadsheets to organise, analyse and visualise data.

Lesson 4



Excel Wizards

Students are learning to use spreadsheets to organise, analyse and visualise data.

Lesson 5



Analysing and Visualising Data with AI

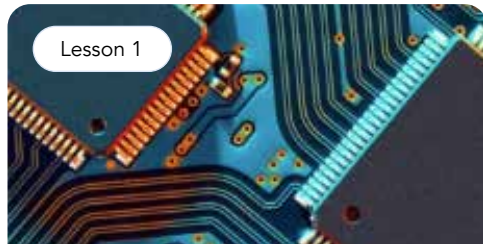
Students are learning to understand how artificial intelligence (AI) analyses data to find patterns, make predictions and create visualisations.

Computational Thinking

From Device to Device

3-5.CT.4.1 Demonstrate how a device on a network sends and receives information. (L1, L2)

3-5.CT.1.2 Create step-by-step instructions that models intelligent behavior on computing devices. (L2)



Lesson 1

The Ins and Outs of a Digital System

Students are learning to identify components of digital systems and the functions they perform.



Lesson 2

Digital Networks

Students are learning to explain how digital networks transmit data.

Computational Thinking

Loops, Logic, and UI

- 3-5.CT.5.2** Construct and test problem solutions using block-based and or text-based programming. (L1, L2, L3, L4, L5)
- 3-5.CT.5.5** Explain and debug the sequencing in an algorithm. (L1, L2, L3, L4, L5)
- 3-5.CT.5.6** Construct an algorithm to accomplish a task. (L1, L2, L3, L4, L5)
- 3-5.CT.5.7** Break down problems into smaller parts, identify key information, and propose solutions. (L1, L2, L3, L4, L5)
- 3-5.CT.5.8** Understand and explore basic concepts related to automation, patterns and algorithmic thinking. (L2, L3, L4)
- 3-5.CT.5.9** Use digital and nondigital tools to plan and manage a design process. (L5)

Lesson 1



Algorithms and Sequences

Students are learning to create and follow algorithms to complete tasks.

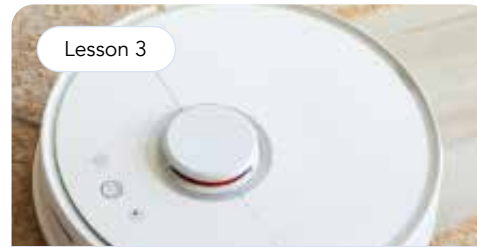
Lesson 2



Repeats

Students are learning to understand how repetition in coding makes algorithms more efficient.

Lesson 3



Nesting Repeats

Students are learning to understand how the 'repeat until' block uses conditions to control repetition in coding.

Lesson 4



Branching

Students are learning to use the If block in coding to make decisions based on conditions.

Lesson 5



User Interfaces

Students are learning to design and evaluate user interfaces (UI) based on a user story.

Computational Thinking

Turtle Tracks: Coding in Action

- 3-5.CT.5.2** Construct and test problem solutions using block-based and or text-based programming. (L1, L2, L3, L4, L5)
- 3-5.CT.5.5 Explain and debug the sequencing in an algorithm. (L1, L2)
- 3-5.CT.5.6 Construct an algorithm to accomplish a task. (L1, L2, L3, L4, L5)
- 3-5.CT.5.7 Break down problems into smaller parts, identify key information, and propose solutions. (L1, L2, L3, L4, L5)
- 3-5.CT.5.8 Understand and explore basic concepts related to automation, patterns and algorithmic thinking. (L1, L2, L3, L4, L5)
- 3-5.CT.5.9 Use digital and nondigital tools to plan and manage a design process. (L5)



Lesson 1

Introduction to Turtle Graphics

Students are learning to design, implement and modify algorithms in text-based coding.



Lesson 2

Repeating Code in Turtle Graphics

Students are learning to design and implement algorithms using iteration (repetition) to create patterns in a visual programming environment.



Lesson 3

Colours and Pen Functions in Turtle Graphics

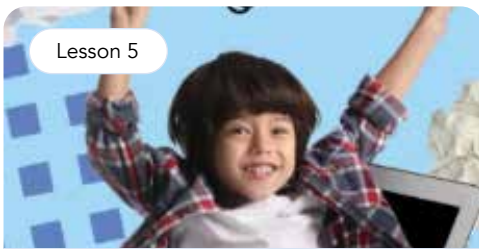
Students are learning to use Turtle Graphics code to create drawings with text, colour, shapes and positioning.



Lesson 4

Designing with Turtle Graphics

Students are learning to use colour fills and outlines in Turtle Graphics to create and customise shapes in code.



Lesson 5

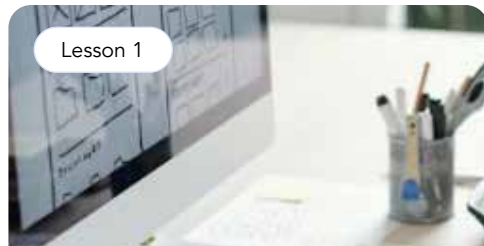
Community Impact

Students are learning to apply design thinking, coding and problem-solving strategies to solve a problem

Computational Thinking

Interface Innovators

- 3-5.CT.1.1** Identify, using accurate terminology, simple hardware and software problems and apply strategies for solving these problems. (L1, L2)
- 3-5.CT.1.4** Create original works and learn strategies for remixing or repurposing to create new artifacts. (L1, L2)
- 3-5.CT.5.7** Break down problems into smaller parts, identify key information, and propose solutions. (L2)
- 3-5.CT.5.9** Use digital and nondigital tools to plan and manage a design process. (L1)
- 3-5.CT.5.6** Construct an algorithm to accomplish a task. (L1, L2)



User Interface Design

Students are learning to identify and evaluate different user interface elements.



Making Decisions

Students are learning to:
Understand and apply the concepts of flowchart symbols to represent algorithms. Students are learning to:
Write and modify algorithms to handle multiple inputs and user interactions.

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Inquisitive is a comprehensive digital learning platform that supports technology integration and digital literacy for elementary learners. Aligned to Idaho K-5 Technology Standards to meet the Digital Literacy and Computational Thinking requirements.

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