

Library/Media 1st Grade Units of Study

Essential Questions:

Inquire: How do I strategically explore the world for answers to questions?

Include: How does reading help us understand diverse perspectives?

Collaborate: How can I work with others to achieve common goals?

Curate: How do I understand, evaluate, and use diverse forms of media?

Explore: How do I connect information to create new learning?

Unit	Goals
Information Navigation	In this unit, students refine their understanding of the purpose of a library and the expectations for using library spaces and materials in an appropriate manner. Students understand that library materials are organized in specific ways and develop strategies for locating different types of books. This unit emphasizes using various strategies and parts of a book to select books that meet a preselected purpose or interest.
Digital Citizenship	In this unit, students learn to be good digital citizens as they develop the skills needed to responsibly use digital equipment, navigate websites, and utilize web apps. The HCPS Acceptable Use Policy, privacy and security, and netiquette will be emphasized. Students develop strategies to help them balance screen time with other activities. They learn to navigate the internet safely, while maintaining a positive digital presence. They also develop strategies to use when they encounter negative online activity.
Academic Research	In this unit, students begin to use a research process in order to meet an information need. The steps of the process may be modeled as a whole class and then applied by individual students. Students will be introduced to the process of selecting and curating sources in order to meet their informational need. Students explore a variety of topics and resources, identify a topic, gather information, organize and share their findings, and evaluate a product.
Make & Create	In this unit, students use problem solving strategies to create and build new products. A portion of this unit will cover the integration of Code.org lessons. Students complete specific challenges and use critical thinking skills and perseverance to solve problems. Students also learn how to use code to program online activities and create their own game or story. Students work collaboratively; persisting through challenges and investigating new ideas as they work towards refining their product.