EasyTech Curriculum Items

Skills Checks are a unit-specific assessment tool that includes a formative pre-test and a summative post-test for each topic at grades 3, 4, 5 and middle school. Reports provide recommendations to address skill gaps and compare pre- and post-tests to show growth at the end of the unit.

Discussions are teacher-facing lesson plans that help introduce topics and concepts best covered as part of a class discussion. Each discussion is instructional in nature and often includes a reflection opportunity that helps students think about their learning and identify further questions.

Lessons provide direct instruction to students through fun, interactive videos. They teach technology terms and transferable concepts. Each lesson provides instant feedback to students as they progress and performance is automatically scored and recorded in the gradebook.

Application Exercises provide students with opportunities to practice and apply skills learned in lessons. Application exercises give students a larger task or a mini-project to complete in a real-world environment (spreadsheet, word processor, presentation software, etc.). Students complete the tasks in the appropriate software and can submit their completed work online.

Guided Practices are short, interactive exercises designed to help students develop targeted keyboarding skills. Designed to take two minutes to complete, guided practices give students the opportunity to practice proper touch-typing technique. You can also create your own Custom Guided Practices with current vocabulary words or other texts you are using in other aspects of your classroom.

Quizzes assess student understanding of key concepts. Quizzes are instantly scored for immediate feedback, and grades are automatically recorded in the online teacher gradebook.

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Games are interactive and educational curriculum items designed to reinforce a student's conceptual understanding of key ideas.

Pre-tests are short, multiple choice tests that assess student knowledge and skill in various concepts and then provide prescriptive recommendations for concepts that were missed.

Adaptive Keyboarding uses diagnostic exercises to provide learners with individualized typing practices that target challenge areas to improve typing accuracy and speed. Adaptive Keyboarding includes gamified elements and is intended to be used over and over again as distributed practice to develop keyboarding skills.
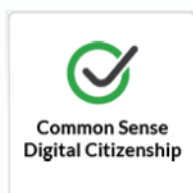
Common Sense Education provides digital citizenship lesson plans to address timely topics and prepare students to take ownership of their digital lives. CSE lessons include lesson slides, student handouts, quizzes, take-home resources, and more!

EasyCode Foundations (CodeMonkey) items provide students with a fun, educational coding challenges in a game-like environment where students learn coding concepts in a real, text-based programming language (CoffeeScript). It's self-paced and comes with fully structured lesson plans that make it easy for any teacher to teach computer science and basic coding principles.

EasyCode Pillars (Codesters) items teach students how to code in Python through the completion of a series of coding challenges and projects. In each lesson, students are guided through creating a game or an interactive story in Python. Then, they are given a small interactive project to build from scratch and share with family and friends.

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