



# EbD TEEMS NXTGen

## Computing byDesign - PreK to 5

### At-A-Glance

**Intended Audience: PreK-5<sup>th</sup> Grade Course Length: 2 Days**

Computing byDesign course is designed to introduce students to technology and engineering at early levels to develop early understanding with hands on learning, problem solving skills, methodologies, and design challenges. All lessons tie into the TEEMS NXTGen curriculum and is meant to accentuate the lessons with new ideas and perspectives.

#### Objectives

- Introduce students to computing and robotics
- Develop a plan to complete a task
- Collaborate effectively as a member of a team
- Apply concepts and skills from technology activities that reinforce concepts and skills across multiple subjects and content areas.
- Illustrate helpful and harmful effects of technology
- Investigate the use of technology in the home and community
- Apply design concepts, principles and processes through play and exploration
- Analyze how things work
- Explain how various relationships can exist between technology and other content areas
- Judge technologies to determine the best one to use to complete a given task or meet a need.
- Follow directions to complete a technological task



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