

LEARNING.COM CURRICULUM ICONS KEY

This Curriculum Icons Key serves as a high-level guide to all of the curriculum item types that Learning.com has to offer.



Lesson

Lessons provide direct instruction and guided practice on key concepts. Lessons start by setting up an overarching problem to be solved through the course of the Lesson. Each Lesson provides instant feedback to students as they progress and performance is automatically scored and recorded in an online teacher gradebook.



Discussion

Discussions are teacher-facing lesson plans to help introduce topics and concepts that are best covered as part of a class discussion. Each Discussion is followed by an accompanying reflection opportunity to help students think about their learning and identify if they have further questions.



Application Exercise

Application Exercises provide students with opportunities to apply skills learned in Lessons. In Application Exercises, students are given 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.



Quiz

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



Game

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



Web Link

Web Links allow users to access content from a variety of digital resources, including user-generated content, that teachers can assign to enrich content area instruction.



Activity

Activities are “unplugged” Lessons that provide students with opportunities to reinforce knowledge and skills learned in interactive Lessons and Discussions. Activities come with a full lesson plan for the teacher as well as any instructions or printable resources for the student to complete the activities.



Pre-test

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. Pre-tests are primarily used prior to Projects to ensure that students have the technology skills necessary to successfully complete the technology tasks in a Project.



Reflection

Reflections provide students with the opportunity to evaluate their learning and reflect on what they learned. Following each Project, students are provided with an age-appropriate self-evaluation on the work they accomplished. Reflections provide teachers with valuable information about student comfort with the topics covered and their understanding of the scope of the project as a whole.



Project

Projects are interactive, core-subject-focused projects that blend technology with classroom instruction. In Projects, students work collaboratively as they research information, create digital media, and present their learning to peers.



Guided Practice

Guided Practices are interactive keyboarding exercises designed to help students develop targeted keyboarding skills. These short exercises give students the opportunity to use the proper touch-typing technique with home row, upper row, lower row, and number row keys.



Teacher Resource

Teacher Resources are provided to support coordinators, classroom teachers, and other educators with navigating and using the Learning.com platform and products.



Adaptive Keyboarding

After students have learned correct finger placement using Lessons and Guided Practices, they use Adaptive Keyboarding to develop their skills in touch-typing. Adaptive Keyboarding uses diagnostic exercises to provide learners with individualized touch-typing practice to address areas of weakness and help improve accuracy and speed at any skill level. Learners receive badges for specific achievements during their keyboarding adventure. Adaptive Keyboarding is intended to be used over and over again by students to develop keyboarding skills and includes The Great Keyboarding Adventure for grades 3-5 and Urban Keyboarding Explorer for grades 6-8.



EasyCode Foundations (CodeMonkey)

These interactive items provide students with a fun and educational game environment where students learn coding concepts in a real, text-based programming language.



EasyCode Pillars (Codesters)

In these lessons, students learn to code in Python through the completion of a series of 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 (similar to the one just created) to build from scratch and share with family and friends.

My Resources Items

Teacher-created curriculum items are designated with a green circle. They can be Journals, Web Links, Guided Practices, or Activities.



Activity

Create an Activity when you do not require students to have a direct response to be graded.



Journal

Use a Journal when you want students to respond to a prompt or attach their work. The Journal allows you to manually review and grade submitted work.



Guided Practice

Use a Guided Practice when you want students to practice keyboarding skills using your own material. The Guided Practice will automatically calculate an accuracy score.



Web Link

Web Links allow you to create a curriculum item from any URL by adding metadata and a lesson plan.