Nine Weeks	Units/Chapters	Standards
1st Nine Weeks Dates to remember: Each month, students will participate in a monthly build challenge in Minecraft Education. The goal with these build challenges is to encourage creativity, design, and collaboration with peers. The challenges start the first of the month and end at the end of the month.	Unit 1: Digital Citizenship Basics Unit 2: Computer Basics Unit 3: Minecraft Education: CyberSafe	6-8.DI.1, 6-8.DI.2 6-8.CD.1, 6-8.CD.2, 6-8.CD.3, 6-8.CD.4 6-8.PA.1, 6-8.PA.2, 6-8.PA.3 6-8.NI.1, 6-8.NI.2, 6-8.NI.3 6-8.IC.1, 6-8.IC.2, 6-8.IC.4, 6-8.IC.5
2nd Nine Weeks Dates to remember: Build Challenges continue during the 2nd nine weeks.	Unit 4: Minecraft Education: Cyber FUNdamentals Unit 5: Artificial Intelligence	6-8.DI.1, 6-8.DI.2 6-8.CD.1, 6-8.CD.2, 6-8.CD.3, 6-8.CD.4 6-8.PA.1, 6-8.PA.2, 6-8.PA.3 6-8.NI.1, 6-8.NI.2, 6-8.NI.3 6-8.IC.1, 6-8.IC.2, 6-8.IC.4, 6-8.IC.5

Unit/Topic: Unit 1: Digital Citizenship Basics

Essential Question(s): How should I behave and interact with people online? How can I stay safe while using the internet?

Lesson & Duration	Standards & Objectives	Key Terms	Activities (formative)	Assessment (summative)	Resources
Working Together Digitally (1 day)	6-8.CD.4 6-8.IC.1 6-8.IC.3 6-8.IC.4	Communication Collaboration	-Students describe what communication and collaboration is in their own words. -Students watch a video and describe what problems they noticed the group had.	-Canvas discussion – students identify ways they should and should not behave when working together on a class project.	-TeachInCtrl.org video -Canvas Discussion
Living in a Digital World (1 day)	6-8.CD.4 6-8.IC.1 6-8.IC.4	Digital Citizen	-Students identify how they spend their time when using technology/the internet -Students discuss how interacting with people online is different from interacting with them face to face. -Students talk about how each of the following terms relates to digital citizenship: Safety and Security, Digital Literacy, and Ethics and Community.	-Canvas discussion – Students identify what they find themselves doing online more than any other thing. What can they do to be a good digital citizen on that platform?	-TeachInCtrl.org video

Unit/Topic: Unit 1: Digital Citizenship Basics					
Essential Question(s): How should I behave and interact with people online? How can I stay safe while using the internet?					
Lesson & Duration	**Standards & Objectives**	**Key Terms**	**Activities (formative)**	**Assessment (summative)**	**Resources**
Digital Footprint – Officer Tice Guest Speaking (1 day)	6-8.NI.1 6-8.NI.2 6-8.IC.1 6-8.IC.4	Digital Footprint Cyberbullying	-Students discuss with Officer Tice their online activities		-Officer Tice PowerPoint -Video on social networking -Video on Cyberbullying
Media Literacy (1 day)	6-8.IC.1 6-8.IC.2	Media	-Students identify advertisements that were memorable to them. What makes them memorable? -Students identify which kinds of media they use the most, and why. -Students identify which kinds of media they create. -Students view various online/print advertisements, and discuss what the company is trying to get the viewer to think/feel when they view the advertisements.	-Canvas discussion – Students analyze a Coke advertisement. What is the product trying to get you to think/feel when viewing this advertisement? Why did they use this specific celebrity to advertise their product?	-TeachInCtrl.org video -Various examples of online/print advertisements
Bullying (1 day)	6-8.IC.1 6-8.IC.4	Bullying Cyberbullying Bystander Upstander	-Students identify the differences between bullying and cyberbullying, and the unique dangers of each. -Students identify the differences between being a bystander and an upstander. -From the video, students can identify how the student in the video became an upstander at his school.	-Canvas discussion – Students brainstorm ways they can become an upstander here at school. How can they help to fight against bullying and to support those that are being bullied or left out?	-TeachInCtrl.org video
Information Literacy (1 day)	6-8.IC.1 6-8.IC.2 6-8.IC.4	Information	-Students identify ways they could learn how to do new things, whether it be online or offline. -From the video, students identify ways the student used to research a smart phone -Students identify different ways their search habits might change based on the different types of information they're looking for.	-Canvas – Search Engine Scavenger Hunt	-TeachInCtrl.org video

Unit/Topic: Computer Basics

Essential Question(s): What are some basics about computers that students need to know to be successful?

Lesson & Duration	Standards & Objectives	Key Terms	Activities (formative)	Assessment (summative)	Resources
Creating a File System		File Folder	-Students identify ways they stay organized.	-Students create a file system on their OneDrive to stay organized in all of their classes. They should create a 6th, 7th, and 8th grade folder, then create subfolders with all of their classes. Students should put their computer files in each of their correct class folders.	
Email Etiquette	6-8.NI.1 6-8.NI.2 6-8.IC.1 6-8.IC.4	Email	-Students identify what makes a good email vs a bad email.	-Students send Mr. Yoder a properly formatted email using Microsoft Outlook	
Hardware vs Software	6-8.CD.1 6-8.CD.2	Hardware Software	-Students identify the difference between hardware and software	-Canvas – Hardware vs Software	

Unit/Topic: Minecraft Education: Cyber Safe

Essential Question(s): How can students develop cyber security skills to stay safe online and be a responsible digital citizen?

Lesson & Duration	Standards & Objectives	Key Terms	Activities (formative)	Assessment (summative)	Resources
Cloudcraft (1-2 days)	6-8.DI.1 6-8.DI.2 6-8.CD.2 6-8.NI.1 6-8.NI.2 6-8.NI.3	Digital Identity Digital Rights Digital Literacy Digital Communication Digital Security Digital Safety Digital Society	Activity 1 – Think Pair Share Activity 2 – What is the Cloud? Activity 3 – The how and why? Activity 4 – Why Datacenters? Activity 5 – Environmental Impact Activity 6 – Missions Worksheets	Lesson Quiz	Minecraft Education Cloudcraft Educator Guide
Home Sweet Hmm (1-2 days)	6-8.DI.1 6-8.DI.2 6-8.CD.2 6-8.NI.1	Griefers Phishing Credibility	Activity 1 – Griefers and rols and strangers, oh my! Activity 2 – Is it okay to share your password?	Lesson Quiz	Minecraft Education Home Sweet Hmm Educator Guide

Unit/Topic: Minecraft Education: Cyber Safe					
Essential Question(s): How can students develop cyber security skills to stay safe online and be a responsible digital citizen?					
Lesson & Duration	**Standards & Objectives**	**Key Terms**	**Activities (formative)**	**Assessment (summative)**	**Resources**
	6-8.NI.2 6-8.NI.3 6-8.IC.4		Activity 3 – No phishing allowed! Activity 4 – Safer and Better Searching		
Good Game (1-2 days)	6-8.DI.1 6-8.DI.2 6-8.CD.2 6-8.NI.1 6-8.NI.2 6-8.NI.3	Trusted Adult GG Spam Game Controls Mute Report Griefing Hacking	Activity 1 – First Things First Activity 2 – Bloon Pop	Lesson Quiz	Minecraft Education Good Game Educator Guide
Privacy Prodigy (1-2 days)	6-8.DI.1 6-8.DI.2 6-8.CD.2 6-8.NI.1 6-8.NI.2 6-8.NI.3	Personal Data	Activity 1 – Learning About Your Personal Data Activity 2 – Protecting Your Personal Data	Lesson Quiz	Minecraft Education Privacy Prodigy Educator Guide

Unit/Topic: Minecraft Education: Cyber FUNdamentals					
Essential Question(s):					
Lesson & Duration	**Standards & Objectives**	**Key Terms**	**Activities (formative)**	**Assessment (summative)**	**Resources**
Network Heroes (2 days)	6-8.CD.1 6-8.CD.2 6-8.CD.3 6-8.PA.2 6-8.NI.2 6-8.NI.2 6-8.NI.3 6-8.IC.1 6-8.IC.4	Packets Local Area Network (LAN) Wide Area Network (WAN) Routers Switch Encryption Password Entropy Authentication Malware	Activity 1 – Network Components Activity 2 – Password Protection Activity 3 – Malware	Lesson Quiz	Minecraft Education Network Heroes Educator Guide

Unit/Topic: Minecraft Education: Cyber FUNdamentals					
Essential Question(s):					
Lesson & Duration	**Standards & Objectives**	**Key Terms**	**Activities (formative)**	**Assessment (summative)**	**Resources**
		Phishing			
The Interceptors (2 days)	6-8.CD.1 6-8.CD.2 6-8.CD.3 6-8.PA.2 6-8.NI.2 6-8.NI.2 6-8.NI.3 6-8.IC.1 6-8.IC.4	Authentication Biometrics Passwords Keycard	Activity 1 – Authentication Activity 2 – Incident Response Team	Lesson Quiz	Minecraft Education The Interceptors Educator Guide
Cloud Champions (2 days)	6-8.CD.1 6-8.CD.2 6-8.CD.3 6-8.PA.2 6-8.NI.2 6-8.NI.2 6-8.NI.3 6-8.IC.1 6-8.IC.4	Vulnerability Hacker Ethical Cloud Ransomware Digital Footprint Internet of Things (IoT)	Activity 1 – Back-Up Data Activity 2 – Big Bad's Attack	Lesson Quiz	Minecraft Education Cloud Champions Educator Guide

Unit/Topic: Minecraft Education: Artificial Intelligence					
Essential Question(s):					
Lesson & Duration	**Standards & Objectives**	**Key Terms**	**Activities (formative)**	**Assessment (summative)**	**Resources**
AI Wildlife Park (1-2 days)	6-8.DI.1 6-8.DI.2 6-8.CD.2 6-8.CD.4 6-8.PA.1 6-8.PA.2 6-8.PA.3 6-8.IC.1	Artificial Intelligence	Activity 1 – AI Testing Activity 2 – Photographing the Animals Activity 3 – Talk to the Head Ranger	Lesson Quiz	Minecraft Education AI Wildlife Park Educator Guide

Unit/Topic: Minecraft Education: Artificial Intelligence					
Essential Question(s):					
Lesson & Duration	**Standards & Objectives**	**Key Terms**	**Activities (formative)**	**Assessment (summative)**	**Resources**
Who is That Ocelot? (1-2 days)	6-8.DI.1 6-8.DI.2 6-8.CD.2 6-8.CD.4 6-8.PA.1 6-8.PA.2 6-8.PA.3 6-8.IC.1	Artificial Intelligence Pattern Recognition Data Bias	Activity 1 – Intro the Bush Activity 2 – Patterns, Patterns, Patterns Activity 3 – Professional Tracker Activity 4 – Who is That Ocelot?	Lesson Quiz	Minecraft Education Who is That Ocelot? Educator Guide
Mapping Terrain (1-2 days)	6-8.DI.1 6-8.DI.2 6-8.CD.2 6-8.CD.4 6-8.PA.1 6-8.PA.2 6-8.PA.3 6-8.IC.1	Artificial Intelligence Data and Datasets Machine Learning Data Bias	Activity 1 – Flying High Activity 2 – Mapping Everything Out Activity 3 – Detecting Anomalies Activity 4 – Problem Solving	Lesson Quiz	Minecraft Education Mapping Terrain Educator Guide
Sustainable Farming (1-2 days)	6-8.DI.1 6-8.DI.2 6-8.CD.2 6-8.CD.4 6-8.PA.1 6-8.PA.2 6-8.PA.3 6-8.IC.1	Semi-Supervised Machine Learning Predictive Analysis Data Bias	Activity 1 – Withering Crops Activity 2 – Out of this World Activity 3 – Predictive Analysis Activity 4 – Green Thumb	Lesson Quiz	Minecraft Education Sustainable Farming Educator Guide
Ocean Observations (1-2 days)	6-8.DI.1 6-8.DI.2 6-8.CD.2 6-8.CD.4 6-8.PA.1 6-8.PA.2 6-8.PA.3 6-8.IC.1	Artificial Intelligence Pattern Recognition Data Bias	Activity 1 - The great blue. Activity 2 - Underwater data. Activity 3 - Future proofing. Activity 4 - Testing it out.	Lesson Quiz	Minecraft Education Ocean Observations Educator Guide
Water Quality (1-2 days)	6-8.DI.1 6-8.DI.2 6-8.CD.2	Artificial Intelligence	Activity 1 - Widespread Illness. Activity 2 - Straight from the tap.	Lesson Quiz	Minecraft Education

Unit/Topic: Minecraft Education: Artificial Intelligence					
Essential Question(s):					
Lesson & Duration	**Standards & Objectives**	**Key Terms**	**Activities (formative)**	**Assessment (summative)**	**Resources**
	6-8.CD.4 6-8.PA.1 6-8.PA.2 6-8.PA.3 6-8.IC.1	Machine Learning Algorithm	Activity 3 - Pollutants here, pollutants there. Activity 4 - Cleaning up		Water Quality Educator Guide