5th grade Technology Pacing Guide

Weeks	Unit / Topic	Focus & Objectives
1–6	**Unit 1: Computing Systems & Hardware**	● explore hardware/software subsystems ● model a computer system ● troubleshoot basics
7–8	**Buffer / Review**	● reinforce core hardware/software concepts before moving on
9–14	**Unit 2: Communication & Security**	● model data transmission (wired/wireless) ● learn physical & digital security
15–16	**Buffer / Extension**	● extra time for deeper exploration, guest demos, or remediation
17–22	**Unit 3: Data Literacy & Climate Exploration**	● collect and display various data ● analyze climate-related datasets
23–24	**Buffer / Checkpoint**	● data lab, mid-year check, or project showcase
25–30	**Unit 4: Programming Foundations**	● develop programs with variables, loops, conditions, sequences
31–32	**Buffer / Debug Marathon**	● testing/debugging workshops, peer feedback loops
33–36	**Unit 5: Design Thinking, Innovation & Impact**	● design/redesign projects ● evaluate societal/environmental/ethical impacts