

Library/Media Kindergarten Grade Units of Study

Essential Questions:

Inquire: How do I strategically explore the world for answers to questions?

Include: How does reading help us understand diverse perspectives?

Collaborate: How can I work with others to achieve common goals?

Curate: How do I understand, evaluate, and use diverse forms of media?

Explore: How do I connect information to create new learning?

Unit	Goals
Information Navigation	In this unit, students develop an understanding of the purpose of a library and the expectations for using library spaces and materials. As they learn to utilize these shared spaces and materials, students discover that library materials are organized so that they can be accessed easily. Students access books in the Everybody section using shelf labels and picture cues, as appropriate to the grade level. They also identify the parts of a book, with an emphasis on how they are relevant in the library. The ENF section may be introduced at this time or discussed later in the school year, depending upon the needs of the students.
Digital Citizenship	In this unit, students develop the skills needed to responsibly use digital equipment and access the internet. The HCPS Acceptable Use Policy, basic online safety, and netiquette will be emphasized. Students apply their understanding of computer hardware, including vocabulary and basic usage, in order to navigate using their device.
Academic Research	In this unit, students apply a research process, with guidance, in order to meet an informational need. The steps of the process may be modeled as a whole class and then applied in small groups, or individually. Students will be introduced to the process of selecting and curating sources in order to meet their informational need. Students explore a variety of topics and resources, identify a topic, gather information, organize and share their findings, and evaluate a product.
Make & Create	This unit introduces kindergarten students to precoding and early coding skills. As they continue to practice library routines for shared materials, students explore coding and makerspace concepts. Students participate in both “unplugged” and digital activities to lay a foundation for programming, problem-solving, computational thinking, and higher-order thinking skills.