**CASD 2022-2023 New Curriculum**

Charleroi Area School District strives to be educationally relevant, focused on achievement and growth, and have a priority on people so that students are fully prepared to contribute positively to their society. Our staff's goal is to advance our students' development based on our school district’s mission and goals.

The CASD develops and utilizes Pennsylvania’s model of a Standards-Aligned System (SAS), which is a comprehensive approach to supporting student achievement.

The following is a list of new courses being proposed for next year:

**Wonders K-5 Reading Program**

Our new literacy program, *Wonders*, will provide research-based literacy education, an outstanding scaffolded program to ensure student success, and an amazing parent-school link in the form of weekly newsletters and updates. *Wonders* aligns perfectly with the mandated standards for Pennsylvania. The *Wonders Reading Program* includes various materials that enable teachers to differentiate instruction, guide whole, and small group learning, and focus on writing too!

**Digital Citizenship and Google Classroom Curriculum Grades 6 and 7**

There may be some confusion regarding what digital citizenship even means. Digital citizenship for students involves:

* Online Safety
* Protecting privacy
* Addressing cyberbullying
* Respecting copyright law
* Managing their digital footprint.
* It also involves becoming digitally literate and balancing technology use.

**Google Workspace Grades 6 and 7**

Students will learn the following:

* Gmail-The world’s most widely used email service
* Calendar-Scheduling solution
* Meet/Meet hardware-Group video and audio conferencing
* Chat/Spaces-Team conversations and project places
* Drive-Private cloud storage that also allows shared drives and files
* Docs-Collaborative documents
* Sheets-Collaborative spreadsheets
* Slides-Collaborative presentations
* Forms-Customizable forms and surveys
* Keep-Collaborative notes
* Sites-Collaborative websites

**Cyber Security Grade 9-12**

Listed below are a few concepts students will learn throughout the course:

* Fundamentals of Cybercrime-Students in cybersecurity programs may learn about the fundamentals of cybercrime, including what it is and why it happens. They may learn about the typical motivations for those who commit cybercrime so they can better understand the systems that prevent it.
* Digital Forensics and How They Work-Digital forensics is examining a system or program after a security breach to determine the cause. Students in the course may learn more about this process and go through exercises to try and identify potential causes for security breaches in mock programs.
* Useful Programs For Security-A function of cybersecurity programs is introducing students to the programs and software that support cybersecurity. By teaching the students about these programs and helping them become more familiar with them, the course can strengthen their skills and prepare them for college.
* Methods For Personal Safety-Many high schoolers use the internet and have an online presence, and another aspect of the cybersecurity program is impressing the importance of online safety. These courses can teach students to stay safe when sharing information, photos, and videos online with their friends.
* Potential Technology Career Paths-If a student is interested in technology but unsure of what they want to do, some training camps or courses may teach them about the various careers and help them explore to see what they like most. The program is often an opportunity for students to determine how much they enjoy cybersecurity and if they may want to study it in college.
* Basic Coding and Development-Cyber Security relies on coding and software development, and many training camps and online programs incorporate basic coding into their coursework. Understanding more about software development is also important for students in the program, as many security measures take place during the development process.

**elevateScience™ Grades 6, 7 and 8**

**elevateScience™** is a phenomena-based science curriculum immersing students in the inquiry process. This is science elevated for problem-solving, critical thinking, and the NGSS performance expectations.

**Esports Grades 9-12**

Esports is undeniably popular as a digital platform for interaction and entertainment. In an effort to capitalize on interest-based learning, we wanted to capture students where they are with Esports. We sought explicit connections with Esports and content standards (Next Generation Science Standards, English—Language Arts, International Society for Technology in Education, and Social-Emotional Learning) and have developed curricula for high school students in various learning environments. This matters because it could change how we integrate STEM education with workforce sectors and industries to attract more students.

<https://www.nasef.org/learning/curriculum/>

**Project Discovery**

[*Project Discovery “Job Ready” Curriculum* from Education Associates](https://educationassociates.com/project-discovery/) improves the odds of successful employment for students in the Charleroi Area [School District](http://ci.k12.mn.us/). Career Exploration Kits from the *Project Discovery Series* are robust, hands-on curriculum packages that utilize evidence-based practices such as visual schedules and video modeling.

The vision for Charleroi Area’s Special Education Department is to graduate its students and give them the best shot at becoming contributing members of the community. With *Project Discovery* from Education Associates, our staff and students will be excited to demonstrate the capabilities of their students and share their stories of success.

**Social-Emotional Learning Grades K-12**

Social and Emotional Learning (SEL) is an integral part of education and human development. SEL is the process through which all young people and adults acquire and apply the knowledge, skills, and attitudes to develop healthy identities, manage emotions and achieve personal and collective goals, feel and show empathy for others, establish and maintain supportive relationships, and make responsible and caring decisions.

SEL advances educational equity and excellence through authentic school-family-community partnerships to establish learning environments and experiences that feature trusting and collaborative relationships, rigorous and meaningful curriculum and instruction, and ongoing evaluation. SEL can help address various forms of inequity and empower young people and adults to co-create thriving schools and contribute to safe, healthy, and just communities.

**Virtual Reality Room**

Virtual reality is a computer-simulated 360-degree environment that can take users into a virtual world that makes players feel that they are immersed in their surroundings. Imagine the ability to experience the views of planet earth through the virtual reality headset with a single computer application. We designated a safe and strategic environment for our students to partake in the virtual reality space with elite equipment. We purchased the Steam Valve Index™ along with a peak performance Gaming PC with high enough specs to provide optimal performance for the most demanding applications. With the addition of the Virtual reality space, Students can perform virtual surgery, explore parts of the world, gain simulated career experience, and so much more. Along with the educational benefits, students can obtain other physical and mental health benefits such as learning hand-eye coordination, physical exercise, and the chance to interact with their peers.

**High School Yearbook Class**

This year the yearbook class at Charleroi Area High School will be responsible for creating our school's yearbook.

The students will use industry-standard software (Adobe InDesign, Illustrator, and Photoshop) to design our cover and the pages inside. We again are working with Jostens to produce this year's yearbook.

### **Elementary Physical Education Lü Interactive Gymnasium**

## The Lü Interactive Display will transform our elementary gym into an active and immersive educational environment where kids are physically, intellectually, and socially-emotionally engaged. Our goal is for the interactive gym to help build students' self-esteem gradually throughout the years from various experiences and via the skills they develop. Learning and practicing sports allows children to improve, acquire insurance and become more confident. The more a child is exposed to interesting challenges requiring his or her skill set, the more involved and engaged he or she will become with time.