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the leading school for
teaching applied technology
to children and teens.

Tech
ROOTS KG
3
A



KG 3 A

Tech Roots

General Applied Technology



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General Applied Technology



KG
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Tech ROOTS



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Tech Roots KG3A

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جميع الحقوق محفوظة لا يجوز إعادة إنتاج أو نشر أي جزء من هذا المنشور أو تخزينه بأي شكل أو بأي وسيلة إلكترونية أو ميكانيكية أو عن طريق التصوير الضوئي أو التسجيل أو بأي طريقة أخرى، دون الحصول على إذن خطي مسبق من الناشر.



Eduverse Online Support

Some parts of your lessons are online in our learning platform. They are usually at the beginning and end of each lesson or unit. Whenever you see these icons, log in to your student account to complete the online part.



Introductory Video (Story)

Purpose: Short video that starts the lesson.

Where you see it: First page of every lesson.



Interactive Practice

Purpose: Quick practice (MCQ, True/False, matching).

Where you see it: Last page of every lesson.



Practical Content

Purpose: Hands-on steps (build/do/code) and needed files.

Where you see it: Last page of every lesson.



Performance Task (Unit Project)

Purpose: The final project for the unit.

Where you see it: Last page of Unit Introduction.

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Unit 1

MY FRIEND THE COMPUTER



My Friend the Computer



Hello, friend!

In this unit,

★ we learn about computers.



★ We see where computers are.



★ We meet the parts of a computer.



Objective(s)

- 🎯 *I can point to a computer.*
- 🎯 *I can say some computer parts.*
- 🎯 *I can tell where I see computers.*
- 🎯 *I can say one thing a computer can do.*

- ★ Computers can help us learn.
- ★ Computers can help us draw.
- ★ Computers can show pictures and stories.
- ★ Computers can help us count.



learn

draw



count



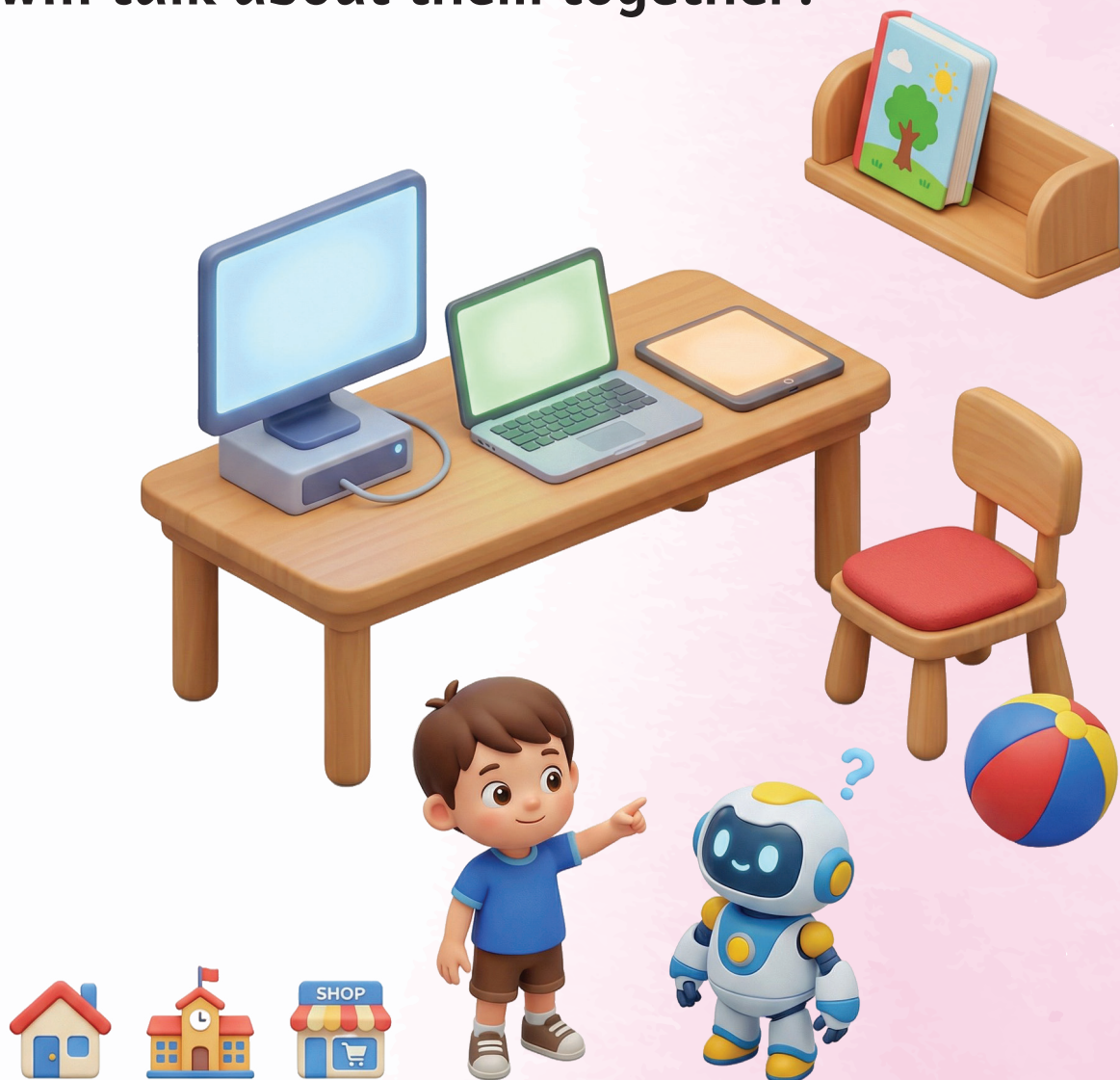
Objective(s)

- 🎯 I can say, "A computer helps me."
- 🎯 I can name one thing I do on a computer.
- 🎯 I can point to safe places where computers stay.

Let us look at some things.

- ★ Some are computers.
- ★ Some are not computers.

We will talk about them together.



Talk Time (for teacher to read)

- ★ Point to one computer.
- ★ Point to one thing that is not a computer.
- ★ Point to a place where you might see this computer.

Lesson
7

Find the Computers

Find the Computers!

I found one!





Welcome to the mission

Hello,
friend!

Today we find computers.

A computer can be **big** or **small**.



Circle the computers.



Story Page



Omar visits his aunt.

He sees many things in the room.

He sees a lamp, a chair, and a big box.



He sees a small laptop on the table.
He thinks, "What is a computer here?"
He wants to find all the computers.

Draw a line to the right box.



Computer



Not

My Computer at Home



Draw a computer you see at home.



Let's Talk & Check

Let's Talk About Computers

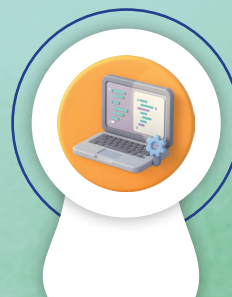
Talk Time:



- ★ Point to the computers in this room.
- ★ Point to one thing that is not a computer.



Circle the two computers.



Lesson

2

Parts of a Computer

SCREEN

KEYBOARD

MOUSE





Welcome to the mission

Hello,
friend!



Hello again! Today we see parts of a computer.

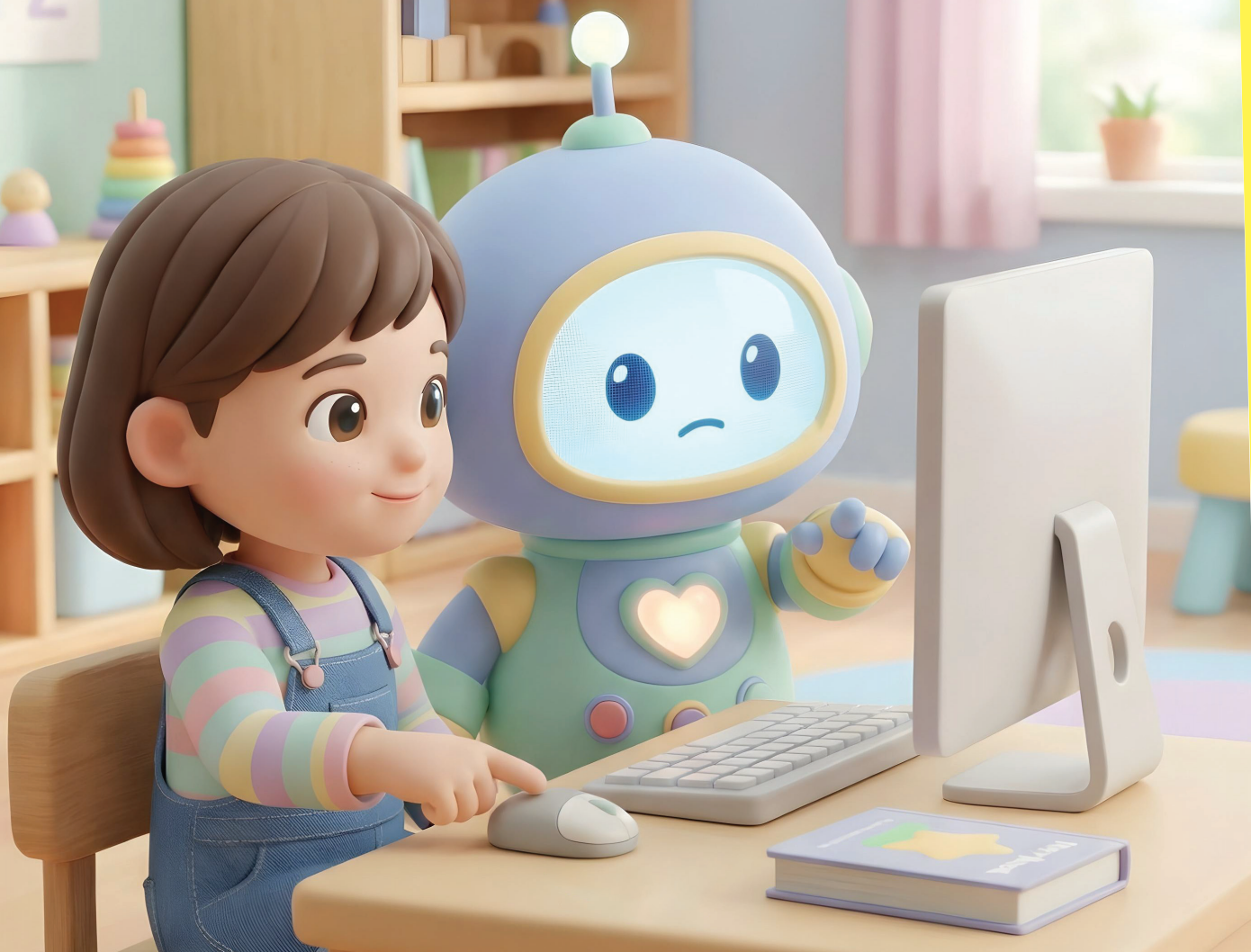
A computer has a screen, a keyboard, and a mouse.

Circle the screen, keyboard, and mouse.



Story Page

Sara wants to use the computer.
She sits at the desk.
She sees the screen, the keyboard, and the mouse.



Her robot friend, Robo, is confused.
Robo clicks the screen with his finger.
The screen does not move.
Sara smiles and says, “Use the mouse, Robo!”

Match each part to its picture.

Screen ○



Keyboard ○



Mouse ○



My Computer Parts



Draw a screen,
a keyboard, and a mouse.



Let's Talk & Check

Let's Talk About Parts

Talk Time:



- ★ Which part do you look at?
- ★ Which part do you touch to type?
- ★ Which part do you move to click?



Circle the screen, Circle the keyboard, Circle the mouse.



Lesson **3**

What Can Computers Do?





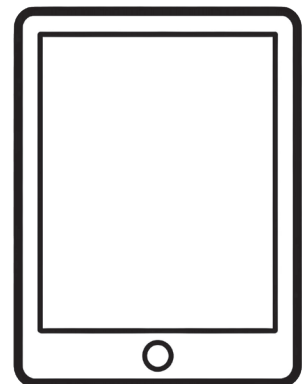
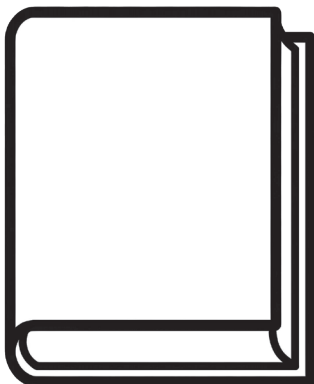
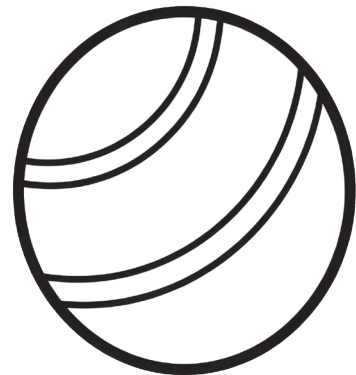
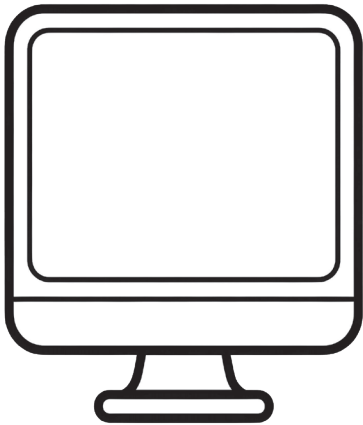
Welcome to the mission

Hello again! Today we see what computers can do. Computers can help us learn.

Hello, friend!



Color the computers blue.



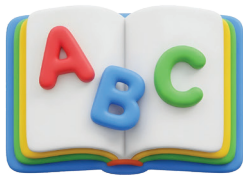
Story Page

Omar sits at the computer in class.
The teacher shows a picture of the sun.
The computer shows bright colors and a big circle.



Then the teacher shows numbers to count.
Omar clicks and the computer helps him count.
Omar feels happy.
He thinks, “Computers can help me learn many things.”

Sort what a computer can do.



Can



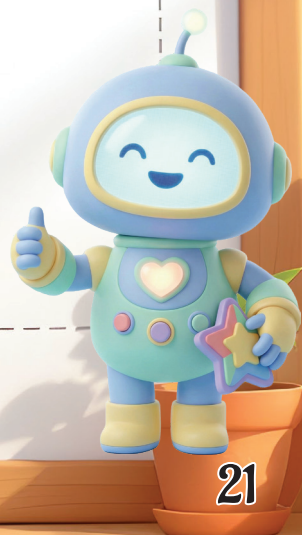
Cannot

Draw one way a computer helps you.



My Computer Helps Me...

A large rectangular area with a dashed border, intended for drawing. The area is currently blank.



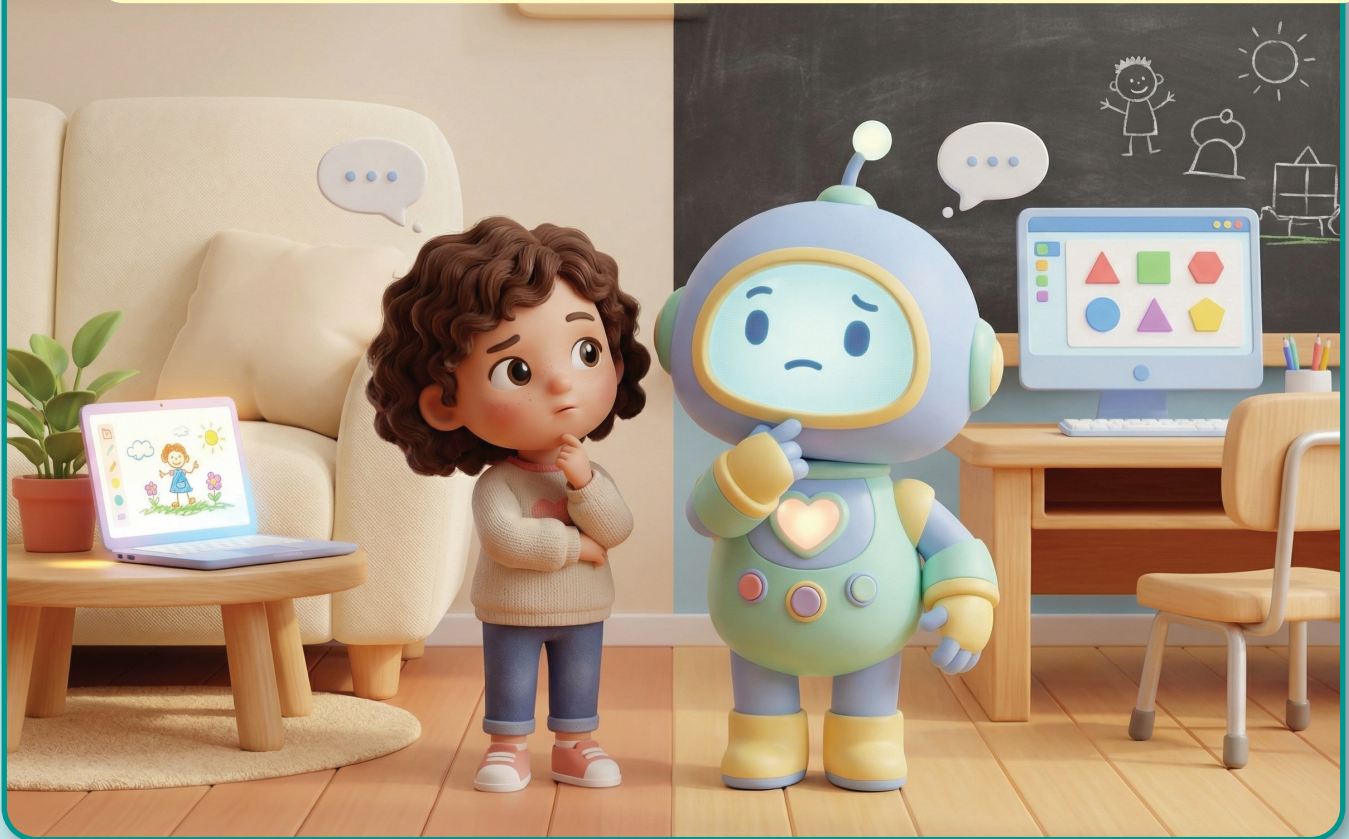
Let's Talk & Check

Let's Talk About Computer Jobs

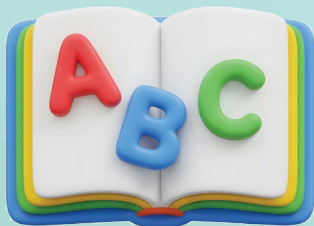
Talk Time:



- ★ What does a computer help you do at school?
- ★ What does a computer help you do at home?



Circle one thing a computer can help with.



Lesson
4

Where Do We See Computers?





Welcome to the mission

Hello,
friend!



Hello again! Today we see where computers are. Computers can be in many places.

Circle where you see computers.



Story Page

Sara walks through the city with her mother. First, she sees a computer in a shop. Next, she sees a computer at the doctor's office.



Then, she sees computers at school. Sara feels surprised. She says, "Computers are everywhere!"



Match the place to the computer.



Shop



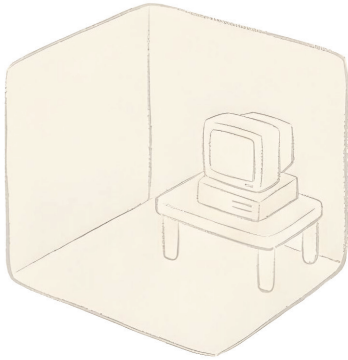
Home



School



A Place with a Computer



Let's Read

Let's Talk About Places

Talk Time:



- ★ Where do you see computers in your life?
- ★ Which place do you use a computer the most?



Match the place to the picture with a computer.



Unit **2**

**SMART AND SAFE
COMPUTER USE**



Smart and Safe Computer Use

Hello, friend!

In this unit,

★ we learn to use computers safely.



★ We care for computers.



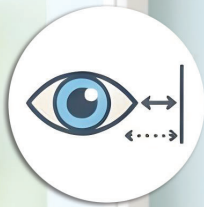
★ We share and take turns.



Objective(s)

- 🎯 I can say how to touch a computer gently.
- 🎯 I can say what not to do near a computer.
- 🎯 I can say one rule for using a computer.

- ★ We sit nicely at the computer.
- ★ We look after our eyes and body.
- ★ We ask an adult for help.
- ★ We use kind words when we use technology.



Objective(s)



- 🎯 I can sit straight at the computer.
- 🎯 I can tell when it is time to stop.
- 🎯 I can say, "Please help me," to an adult.

Look at these pictures.

★ Some things are smart and safe.

★ Some things are not safe.

We will talk about them together.



Talk Time (for teacher to read)

★ Point to a picture that is safe for the computer.

★ Point to a picture that is safe for your body.

★ Point to a picture that is not safe.

Lesson

7

Taking Care of Computers



🧼 Wash Hands



🚫🥤 No Drinks



👉 Gentle Touch



Welcome to the mission

Hello,
friend!



Today we learn to care for
computers

We keep computers **safe** and
clean.

Circle what is safe for the computer.



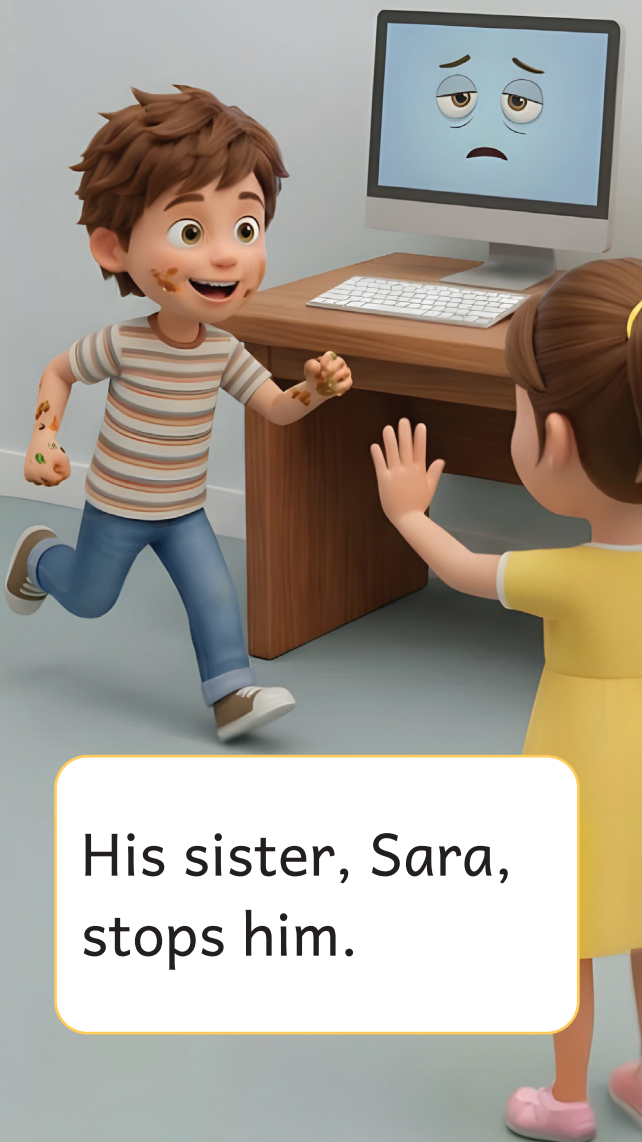
Story Page

Omar wants to play a learning game.

He runs to the computer with sticky hands.

She says, "Wash your hands first."

Omar washes his hands and comes back.



His sister, Sara, stops him.



Now the keyboard stays clean.

Sort the pictures. Safe or not safe for the computer.



Safe

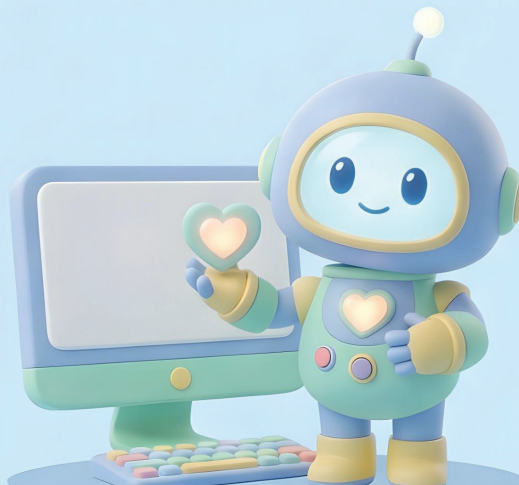


Not



I Care for Computers.

Draw one way you care for a computer.



Let's Talk & Check

Let's Talk About Safe Care

Talk Time:



- ★ What is one way you keep a computer safe?
- ★ What should we NOT do near a computer?



Circle the picture that is safe for the computer.



Lesson
2

My Body and the Computer





Welcome to the mission

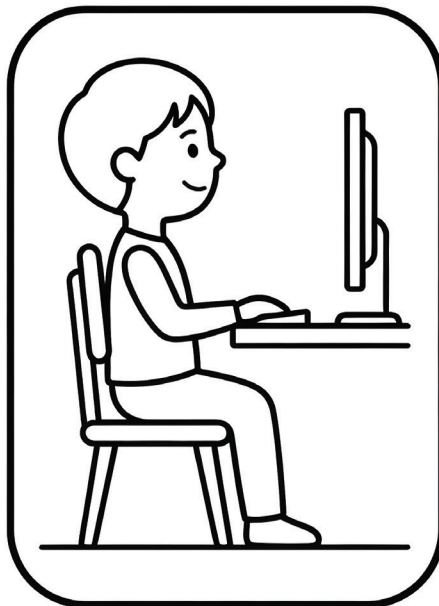
Hello,
friend!

Today we learn how our body
sits at the computer.



We sit straight and calm.

Color the good sitting green.



Story Page

Sara uses the computer to read a story.

At first, she sits too close.



Her eyes feel tired.



This way is better for my body.

Her mother moves the chair back.

Now Sara sits straight and a bit away.

Her eyes feel better.

Sort how the child sits. Good or not good.



Safe



Not

My Good Sitting.



Draw yourself sitting well
at a computer.



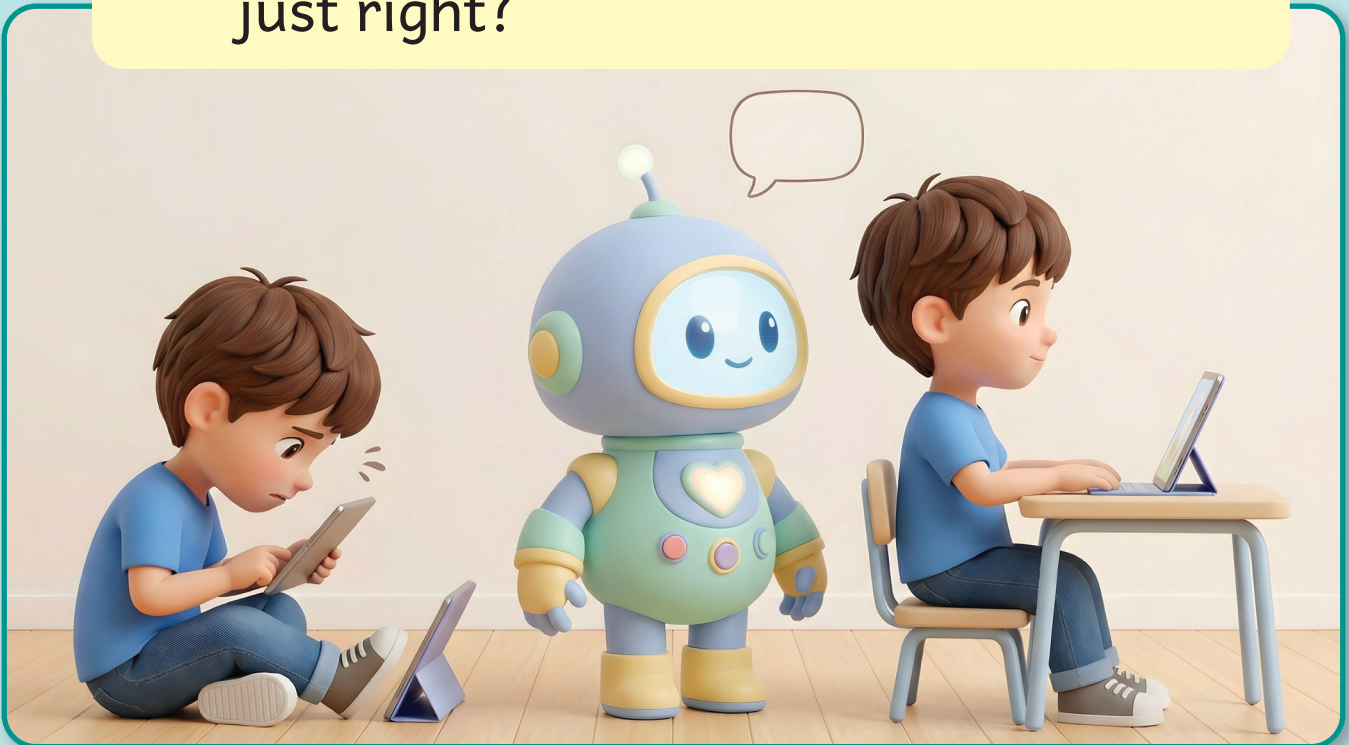
Let's Talk & Check

Let's Talk About Parts

Talk Time:



- ★ How does your body feel when you sit too close?
- ★ How does your body feel when you sit just right?



Circle the picture that shows good sitting.



Lesson **3**

Ask an Adult First





Welcome to the mission

Hello,
friend!



Today we learn to ask an
adult first.

Adults help us **stay safe**
on computers.

Circle who you ask for help.



Story Page

Omar sees a new picture pop up on the screen.
He does not understand it.
He feels a little worried.



He does not click on it.
He calls his father.
His father comes and checks the screen.
Omar feels safe because he asked an adult.

Match the computer problem to the helper.



Older sibling



Teacher



Parent



My Helper for Computers.

Draw the adult you ask for help.



Let's Talk & Check

Let's Talk About Asking

Talk Time:



- ★ When should you call an adult at the computer?
- ★ Who can you call in your home or school?



Circle when you should ask an adult.

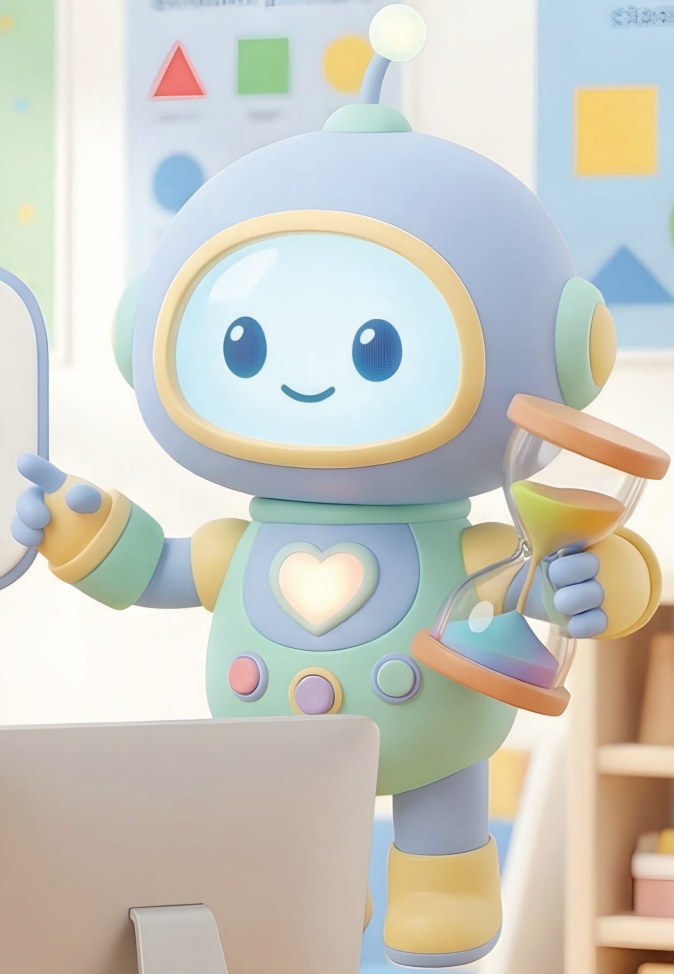


Lesson
4

Sharing the Computer

My turn?

My Turn
 → 
Your Turn





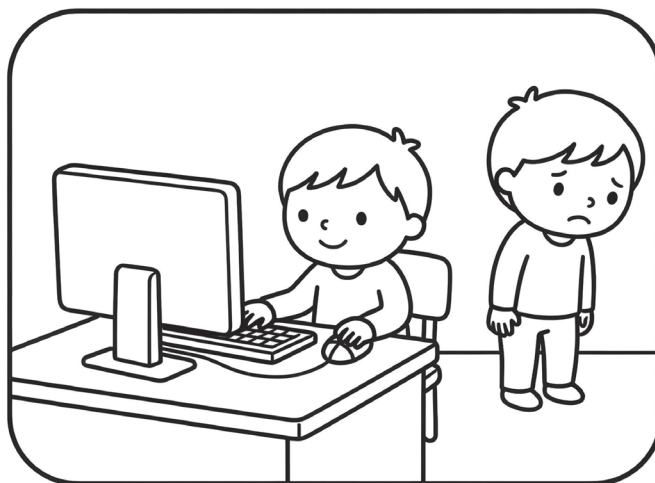
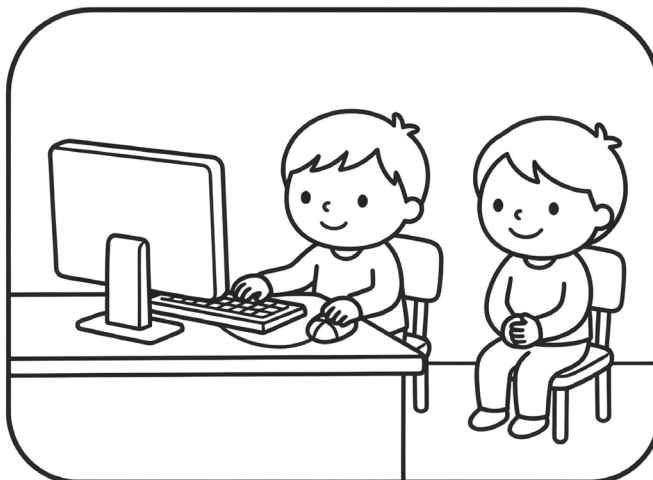
Welcome to the mission

Hello,
friend!

Today we learn to share
the computer.

We **take turns** and are **kind**.

Color the children who share.



Story Page

Sara and her friend want to use the computer.
Both reach for the mouse.
They feel upset.



Their teacher comes and smiles.
She says, "Let us take turns."
Sara uses the mouse first.



Then her friend has a turn, and both feel happy. 53

Sort the pictures. Sharing or not sharing.



Sharing



Not

We Share the Computer



Draw two children sharing
one computer



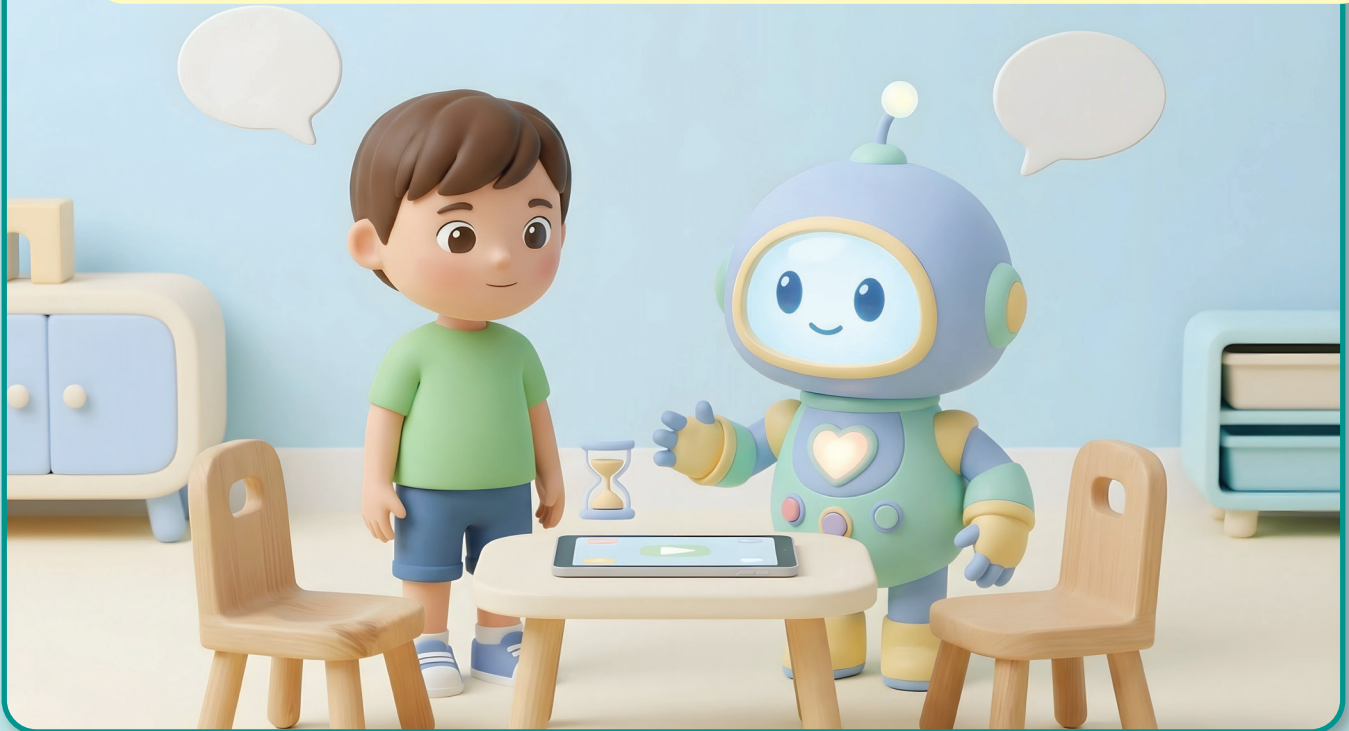
Let's Talk & Check

Let's Talk About Sharing

Talk Time:



- ★ How do you feel when your friend lets you have a turn?
- ★ How can you know it is time to change turns?



Circle the picture that shows good sharing.





Artificial intelligence

Unit 3

My Smart Helper

Unit 1

My Smart Helper



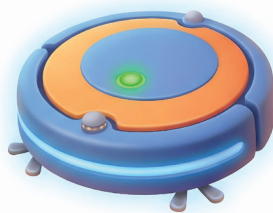
Hello, friend!

In this unit, we learn about **smart helpers**.

Smart helpers are machines that **help us think and do**.

Learning Goals

- I can point to smart helpers around me.
- I can say, "This is a smart helper."
- I can say what a smart helper can do.



Smart helpers can **see**, **listen**, and **make choices**.
They follow rules people give them.
People are still the **boss**.

Learning Goals

- I can say, “Smart helpers follow rules.”
- I can say, “I am the boss of smart helpers.”



Now we will look for smart helpers.
Some things are smart helpers.
Some things are not smart helpers.

Talk Time

- Point to a picture that is a smart helper.
- Point to a picture that is not a smart helper.
- Say, “This smart helper can help me.”

Smart helper
or not?



Lesson
7

What Is a Smart Helper?

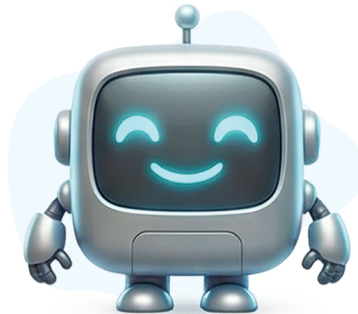
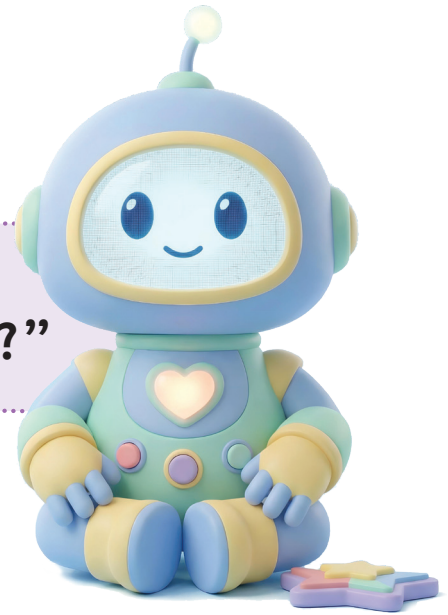




Welcome to the mission

Hello, Smart Friend!
Today we ask, "What is a smart helper?"

Circle the smart helpers.



Story Page

- Omar looks around his home.
- He sees a lamp, a table, and a ball.
- He also sees a phone and a tablet.
- The phone can answer questions for his father.
- The tablet can show pictures when he taps it.
- Omar feels curious.
- He thinks, “These are smart helpers in my home.”



Mission

1

Sorting: Smart Helper / Not



Sort: smart helper or not.



Smart helper

Not



Mission

2

Drawing Page "My Smart Helper"



Draw one smart helper you know.

★ My Smart Helper ★



Let's Read **Let's Talk & Check**

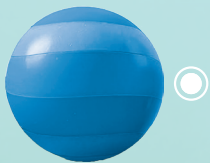
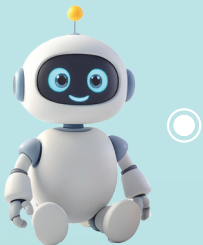
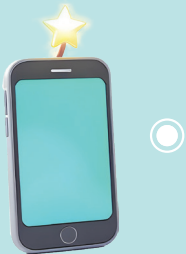
Let's talk more about smart helpers.

Smart helpers are machines that help us think and do.

Talk Time

- Point to a smart helper you have seen at home.
- Point to something that is not a smart helper.
- Say, "This smart helper helps me by..." (one word).

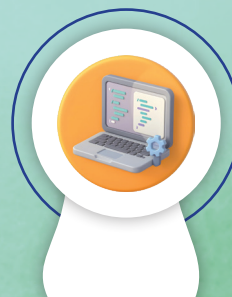
Sort: smart helper or not?



Smart Helper



Not

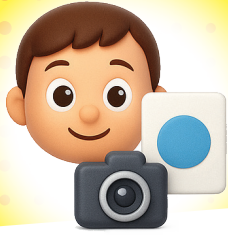


Lesson

2

Smart Helpers That See





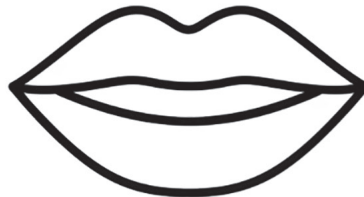
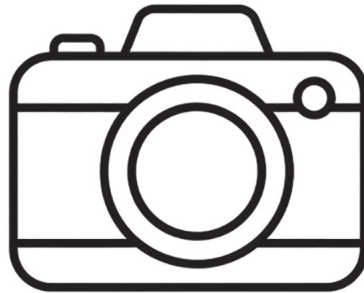
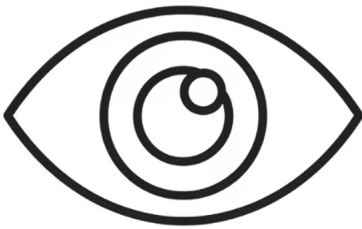
Welcome to the mission

Hello again!

Today we learn about smart helpers that see.



Circle what helps you see.



Story Page

- Sara's mother uses her phone camera.
- The phone can see Sara's face.
- When it sees her face, it opens the screen.



- One night the room is very dark.
- The phone cannot see the face well.
- Sara turns on the light and stands still.
- Now the phone can see and opens again.



Mission

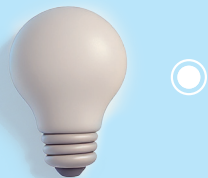
1

Sorting:



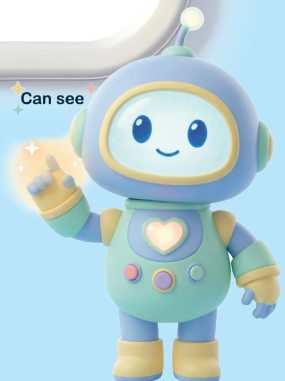
Can See Clearly / Not Clearly

Sort what the camera helper can see.



Can see

Cannot see well



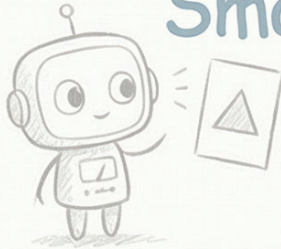
Mission

2

Camera Seeing



Draw a camera looking at something.



Smart Helper That Sees



Let's Read **Let's Talk & Check**

Let's talk about smart helpers that can see.
They use a camera to see faces and shapes.

Talk Time

- Point to your eyes and say, "These help me see."
- Point to the small camera circle on a phone picture.
- Say, "Light helps the camera see me."

Circle what the camera can see clearly.



Lesson
3

Smart Helpers That Listen



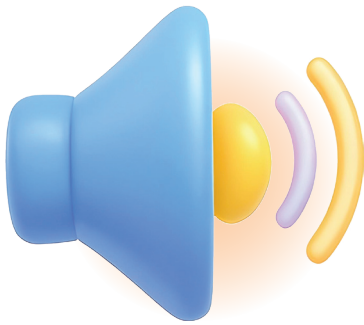


Welcome to the mission

Hello, Smart Listener!

Today we learn about smart helpers that listen.

Circle what listens to sound.

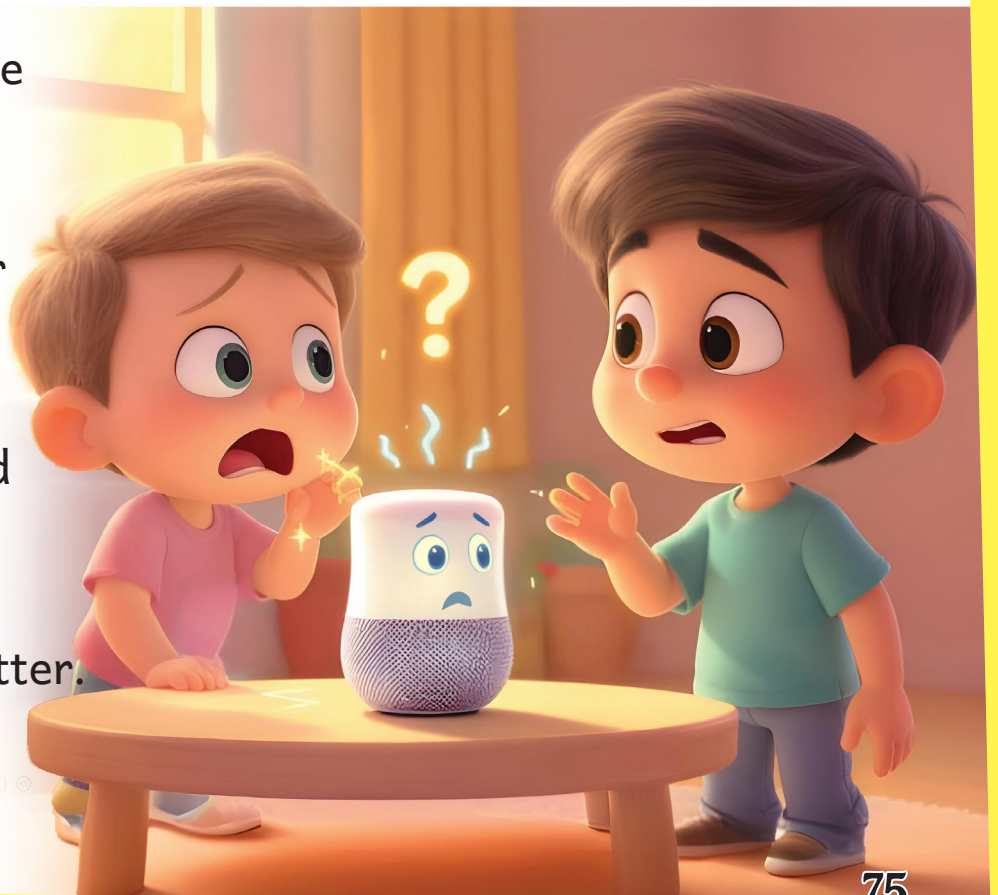


Story Page

- Omar talks to a smart speaker in his room.
- He says, “Start my learning game.”
- The smart helper hears him and starts the game.



- Then Omar’s little brother shouts loudly.
- The smart helper gets confused.
- Omar learns to speak clearly and not shout.
- Now the smart helper listens better.



Sorting: Listens / Does Not Listen



Sort the things that listen.



Listens

Does not Listen



Mission

2

Talking to a Smart Helper



Draw yourself talking to a smart helper.

I Talk to a Smart Helper



Let's Read **Let's Talk & Check**

Let's talk about smart helpers that listen.
They hear our words when we speak clearly.

Talk Time

- Put your hand near your ear like you are listening.
- Say one short word in a calm voice.
- Say, "I do not shout at my smart helper."

Sort: good way to talk or not good.



Lesson

4

Smart Helpers Make Choices



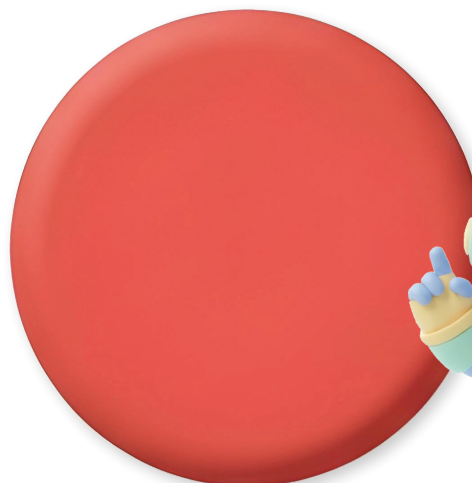


Welcome to the mission

Hello again!

Today we learn how smart helpers **make choices**.

Circle the big red circles



Story Page

- Sara and her robot friend play a shape game.
- The robot must pick only big red circles.
- On the table are many shapes.
- The robot picks some right shapes and some wrong ones.
- Sara points and says, “This one is not a big red circle.”
- The robot “learns” and tries again.
- This time it makes better choices.



Mission

1

Practice: Circle the Right Shapes



Circle the shapes that follow the rule: big red circle.



82



Mission

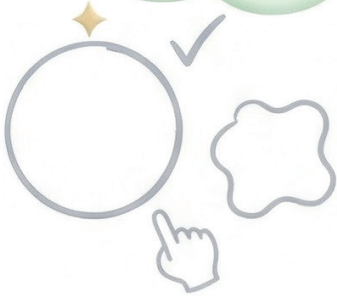
2

My Rule



Draw two shapes and make a rule.

My Shape Rule



Let's Read **Let's Talk & Check**

Let's talk about how smart helpers choose.
They follow rules like big, small, red, or blue.

Talk Time

- Point to something big in the room.
- Point to something small in the room.
- Say, "The rule is big red circle."

Circle the shapes that follow the rule: big red circle.

