

Overview of Content and Performance for Standard 1 Technology

Content Standard 1: A student must use digital tools and resources for problem solving and decision making.

LEARNING EXPECTATIONS IN CURRICULUM

BENCH MARK

K-garten	Grade 1	Grade 2	Grade 3	Grade 4	Fourth Grade
	T13.0	T23.0	T33.0	T43.0	1. Identify and investigate a problem and generate possible solutions:
TK1.0	T11.0 T13.0	T21.0 T23.0	T31.0 T33.0	T41.0	2. Collect data and information using digital tools
		T21.0 T23.0	T31.0	T41.0	3. Organize collected data and information using a variety of digital tools.
			T33.0	T 43.0	4. Identify the accuracy, diversity and point of view, including Montana American Indians, of digital information.
TK2.0	T12.0	T22.0	T32.0	T42.3 T43.4	5. Share information ethically and note sources.

Overview of Content and Performance for Standard 2 Technology

Content Standard 2: A student must collaborate and communicate globally in a digital environment.

LEARNING EXPECTATIONS IN CURRICULUM

BENCH MARK

K-garten	Grade 1	Grade 2	Grade 3	Grade 4	Fourth Grade
TK1.2	T11.2	T21.2	T31.2 T32.0	T41.2 T42.0	1. Identify and explore online collaboration and communication tools.
TK2.0	T12.0	T22.0	T32.0	T42.0	2. Identify and explore safe, legal and responsible use of digital collaboration and communication tools.
TK1.0	T11.0 T13.0	T21.0 T23.0	T31.0 T33.0	T41.0 T43.0	3. Communicate the results of research and learning with others using digital tools.
TK1.0 TK2.0	T11.0 T12.0 T13.0	T21.0 T22.0 T23.0	T31.0 T32.0 T33.0	T41.0 T42.0 T43.0	4. Explore how technology has expanded the learning environment beyond the traditional classroom.

Overview of Content and Performance for Standard 3

Technology

Content Standard 3: A student must: apply digital tools and skills with creativity and innovation to express his/herself, construct knowledge and develop products and processes.

LEARNING EXPECTATIONS IN CURRICULUM

BENCH MARK

K-garten	Grade 1	Grade 2	Grade 3	Grade 4	Fourth Grade
TK1.0 TK2.0	T11.0 T12.0 T13.0	T21.0 T22.0 T23.0	T31.0 T32.0 T33.0	T41.0 T42.0 T43.0	1. Use digital tools for personal expression.
TK1.0 TK2.0	T11.0 T12.0 T13.0	T21.0 T22.0 T23.0	T31.0 T32.0 T33.0	T41.0 T42.0 T43.0	2. Use various digital media to share information and tell stories.
TK1.0	T11.0 T13.0	T21.0 T23.0	T31.0 T33.0	T41.0 T43.0	3. Use Technology to discover connections between facts.
TK2.0	T12.0	T22.0	T32.0	T42.0	4. Understand ownership of digital media.
TK1.0 TK2.0	T11.0 T12.0 T13.0	T21.0 T22.0 T23.0	T31.0 T32.0 T33.0	T41.0 T42.0 T43.0	5. Use digital tools and skills to construct new personal understandings.

Overview of Content and Performance for Standard 4 Technology

Content Standard 4: A student must possess a functional understanding of technology concepts and operations.

LEARNING EXPECTATIONS IN CURRICULUM

BENCH MARK

K-garten	Grade 1	Grade 2	Grade 3	Grade 4	Fourth Grade
TK4.0 TK1.0 TK2.0	T14.0 T11.0 T12.0 T13.0	T24.0 T21.0 T22.0 T23.0	T34.0 T31.0 T32.0 T33.0	T44.0 T41.0 T42.0 T43.0	1. Show skills needed to use communication, information and processing technologies.
TK4.0	T14.0 T13.0	T24.0 T23.0	T34.0 T33.0	T44.0 T43.0	2. Use appropriate terminology when communicating about current technology.
TK1.0 TK2.0	T11.0 T12.0 T13.0	T21.0 T22.0 T23.0	T31.0 T32.0 T33.0	T41.0 T42.0 T43.0	3. Transfer current knowledge to learning of new technology skills.

Technology Course Content for Kindergarten

Key:

The coded Course Content is detailed on the accompanying sheet (s) labeled **TECHNOLOGY for KINDERGARTEN**.

When the code is followed by .0, the entire Course Content listed under it applies. If the code is detailed with a .#, then that particular portion of the Content applies specifically.

Each Course Content is followed by the **STANDARD & BENCHMARK** it specifically addresses. Example: **S3.2** stands for Standard 3 Benchmark 2.

ACE Course Abilities TECHNOLOGY /KINDERGARTEN defined below applies to each of the **Bench Marks** though they are not specifically listed.

ACE Course Abilities for Technology/Kindergarten - to be applied to each area of Content:**Develop abilities in preparation for the world of work appropriate for the grade level**

- A. Higher thinking (analyze, evaluate, classify, predict, estimate, generalize, solve, decide, relate, interpret, simplify).
- B. Communications (present, demonstrate, persuade, collaborate, explain, defend, recommend).
- C. Goal setting/attainment (brainstorm, envision, research, plan, organize, persist).
- D. The quality process (plan, draft, analyze, and revise when producing products).

Technology for Kindergarten Course Content

TK1.0 A student must use digital tools and resources for problem solving and decision-making.

- .1 Be aware of the different uses of the computer, including practicing skills, creating original documents, and using the Internet.
- .2 Be aware of various technologies such as scanner, video and digital cameras, telephone, television, projectors, DVD players, interactive white boards, PDA, iPods, etc.

ITK2.0 A student must collaborate and communicate globally in a digital environment.

- .1 Begin to send and receive e-mail as a class.
- .2 Review district's/school's "acceptable use" policy.
- .3 Be introduced to Internet safety.

TK3.0 A student must apply digital tools and skills with creativity and innovation to express his/herself, construct knowledge and develop products and processes.

n/a

TK4.0 A student must possess a functional understanding of technology concepts and operations.

- .1 Demonstrate appropriate use and care of computers.
- .2 Identify computer station components: monitor, CPU, Keyboard, CD/DVD RW, mouse, printer, speaker(s), laptop.
- .3 Begin using the mouse including the right and left click and the scroll.
- .4 Be introduced to launching and quitting programs.
- .5. Recognize specific keys on the keyboard: Space bar, Enter, arrows, Delete, Backspace, letters, numbers.

Technology Course Content for First Grade

Key:

The coded Course Content is detailed on the accompanying sheet (s) labeled **TECHNOLOGY for First Grade**.

When the code is followed by .0, the entire Course Content listed under it applies. If the code is detailed with a .#, then that particular portion of the Content applies specifically.

Each Course Content is followed by the **STANDARD & BENCHMARK** it specifically addresses. Example: **S3.2** stands for Standard 3 Benchmark 2.

ACE Course Abilities TECHNOLOGY /FIRST GRADE defined below applies to each of the **Bench Marks** though they are not specifically listed.

ACE Course Abilities for Technology/First Grade - to be applied to each area of Content:**Develop abilities in preparation for the world of work appropriate for the grade level**

- A. Higher thinking (analyze, evaluate, classify, predict, estimate, generalize, solve, decide, relate, interpret, simplify).
- B. Communications (present, demonstrate, persuade, collaborate, explain, defend, recommend).
- C. Goal setting/attainment (brainstorm, envision, research, plan, organize, persist).
- D. The quality process (plan, draft, analyze, and revise when producing products).

Technology for First Grade Course Content

T11.0 A student must use digital tools and resources for problem solving and decision-making.

- .1 Begin using the computer to practice skills, access information, create original documents, and use the Internet.
- .2 Be aware of various technologies such as scanner, video and digital cameras, telephone, television, projectors, DVD players, interactive white boards, PDA, iPods, etc.

T12.0 A student must collaborate and communicate globally in a digital environment.

- .1 Continue to send and receive e-mail as a class.
- .2 Review district's/school's "acceptable use" policy.
- .3 Continue Internet safety.

T13.0 A student must apply digital tools and skills with creativity and innovation to express his/herself construct knowledge and develop products and processes.

- .1 Begin using online information resources as a class (such as weather information, current news)
- .2 Be introduced to web browser tools (examples: back, forward, address bar, home, Go button, window)

T14.0 A student must possess a functional understanding of technology concepts and operations.

- .1 Demonstrate appropriate use and care of hardware and software.
- .2 Review and identify computer station components: monitor, CPU, Keyboard, CD/DVD RW, mouse, printer, speaker(s), laptop.
- .3 Recognize and begin using specific keys on the keyboard: Space bar, Enter, arrows, Delete, Backspace, letters, numbers, Shift to capitalize, Caps lock, Ctrl – Alt – Delete to log on to the network.
- .4 Use the right, left and scroll of the mouse and use the mouse to launch and quit programs via icons.
- .5 Be introduced to desktop items such as web browser, recycle bin, start button.

Technology Course Content for Second Grade

Key:

The coded Course Content is detailed on the accompanying sheet (s) labeled **TECHNOLOGY for SECOND GRADE**. When the code is followed by .0, the entire Course Content listed under it applies. If the code is detailed with a .#, then that particular portion of the Content applies specifically.

Each Course Content is followed by the **STANDARD & BENCHMARK** it specifically addresses. Example: **S3.2** stands for Standard 3 Benchmark 2.

ACE Course Abilities TECHNOLOGY /SECOND GRADE defined below applies to each of the **Bench Marks** though they are not specifically listed.

ACE Course Abilities for Technology/Second Grade - to be applied to each area of Content:

Develop abilities in preparation for the world of work appropriate for the grade level

- A. Higher thinking (analyze, evaluate, classify, predict, estimate, generalize, solve, decide, relate, interpret, simplify).
- B. Communications (present, demonstrate, persuade, collaborate, explain, defend, recommend).
- C. Goal setting/attainment (brainstorm, envision, research, plan, organize, persist).
- D. The quality process (plan, draft, analyze, and revise when producing products).

Technology for Second Grade Course Content

- T21.0 A student must use digital tools and resources for problem solving and decision-making.**
- .1 Use the computer to practice skills, access information, create original documents, and use the Internet.
 - .2 Be aware of various technologies such as scanner, video and digital cameras, telephone, television, projectors, DVD players, interactive white boards, PDA, iPods, etc.
 - .3 Begin using word processing applications.
 - .4 Use graphics and paint tools.
- T22.0 A student must collaborate and communicate globally in a digital environment.**
- .1 Continue to send and receive e-mail as a class.
 - .2 Review district's/school's "acceptable use" policy.
 - .3 Continue Internet safety.
- T23.0 A student must apply digital tools and skills with creativity and innovation to express his/herself construct knowledge and develop products and processes.**
- .1 Participate in teacher-directed research in problem solving activities using the computer as the tool and communicate the findings.
 - .2 Continue using online information resources as a class (such as weather information, current news).
 - .3 Continue using web browser tools (examples: back, forward, address bar, home, Go button, window, Favorites).
- T24.0 A student must possess a functional understanding of technology concepts and operations.**
- .1 Demonstrate appropriate use and care of hardware and software.
 - .2 Review and identify computer station components: monitor, CPU, Keyboard, CD/DVD RW, mouse, printer, speaker(s), laptop.
 - .3 Correctly insert and eject CDs and DVDs.
 - .4 Be introduced to and practice concept of copy, cut, and paste.
 - .5 Continue using specific keys on the keyboard: Space bar, Enter, arrows, Delete, Backspace, letters, numbers, Shift to capitalize, Caps lock, Ctrl – Alt – Delete to log on to the network.
 - .6 Use the right, left and scroll of the mouse and use the mouse to launch and quit programs via icons and menus.
 - .7 Begin to save and retrieve documents.
 - .8 Recognize and use desktop items such as web browser, recycle bin, start button.

Technology Course Content for Third Grade

Key:

The coded Course Content is detailed on the accompanying sheet (s) labeled **TECHNOLOGY for THIRD GRADE**.

When the code is followed by .0, the entire Course Content listed under it applies. If the code is detailed with a .#, then that particular portion of the Content applies specifically.

Each Course Content is followed by the **STANDARD & BENCHMARK** it specifically addresses. Example: **S3.2** stands for Standard 3 Benchmark 2.

ACE Course Abilities TECHNOLOGY /THIRD GRADE defined below applies to each of the **Bench Marks** though they are not specifically listed.

ACE Course Abilities for Technology/Third Grade - to be applied to each area of Content:**Develop abilities in preparation for the world of work appropriate for the grade level**

- A. Higher thinking (analyze, evaluate, classify, predict, estimate, generalize, solve, decide, relate, interpret, simplify).
- B. Communications (present, demonstrate, persuade, collaborate, explain, defend, recommend).
- C. Goal setting/attainment (brainstorm, envision, research, plan, organize, persist).
- D. The quality process (plan, draft, analyze, and revise when producing products).

Technology for Third Grade Course Content

T31.0 A student must use digital tools and resources for problem solving and decision-making.

- .1 Use the computer to practice skills, access information, create original documents, and use the Internet.
- .2 Participate in teacher-guided use of various technologies such as scanner, digital video and digital cameras, telephone, television, projectors, DVD players, interactive white boards, PDA, MP3 players, iPods, etc.
- .3 Be introduced to and practice word processing applications; understand and use cursor (including selecting text), center text, change font, size, color, preview and print documents.
- .4 Use graphics and paint tools.
- .5 Be introduced to the use of electronic graphs, charts, and organizer tools (Kidspiration)
- .6 Participate in individual and/or group multimedia projects (i.e. presentation software)

T32.0 A student must collaborate and communicate globally in a digital environment.

- .1 Continue to send and receive e-mail as a class.
- .2 Review district's/school's "acceptable use" policy.
- .3 Continue Internet safety.
- .4 Be introduced to the concept of copyright and plagiarism

T33.0 A student must apply digital tools and skills with creativity and innovation to express his/herself construct knowledge and develop products and processes.

- .1 Participate in teacher-directed research in problem solving activities using the computer as the tool and communicate the findings.
- .2 Continue using online information resources as a class (such as weather information, current news)
- .3 Be introduced to Internet searches using key words.
- .4 Expand use of web browser tools.

T34.0 A student must possess a functional understanding of technology concepts and operations.

- .1 Review parts of computer, appropriate care and use of computer; review and identify computer station components.
- .2 Correctly insert and eject CDs and DVDs.
- .3 Practice copy, cut, and paste
- .4 Use the right, left and scroll of the mouse and use the mouse to launch and quit programs via icons.
- .5 Continue saving and retrieving documents to and from a specific location.
- .6 Be introduced to keyboarding skills of proper hand placement/home row.
- .7 Be introduced to the concept of Save As

Technology Course Content for Fourth Grade

Key:

The coded Course Content is detailed on the accompanying sheet (s) labeled **TECHNOLOGY for FOURTH GRADE**.

When the code is followed by .0, the entire Course Content listed under it applies. If the code is detailed with a .#, then that particular portion of the Content applies specifically.

Each Course Content is followed by the **STANDARD & BENCHMARK** it specifically addresses. Example: **S3.2** stands for Standard 3 Benchmark 2.

ACE Course Abilities TECHNOLOGY /FOURTH GRADE defined below applies to each of the **Bench Marks** though they are not specifically listed.

ACE Course Abilities for Technology/Fourth Grade - to be applied to each area of Content:**Develop abilities in preparation for the world of work appropriate for the grade level**

- A. Higher thinking (analyze, evaluate, classify, predict, estimate, generalize, solve, decide, relate, interpret, simplify).
- B. Communications (present, demonstrate, persuade, collaborate, explain, defend, recommend).
- C. Goal setting/attainment (brainstorm, envision, research, plan, organize, persist).
- D. The quality process (plan, draft, analyze, and revise when producing products).

Technology for Fourth Grade Course Content

- T41.0 A student must use digital tools and resources for problem solving and decision-making.**
- .1 Use word processing applications: understand and use cursor, select by highlighting, center text, change font, size, style and color, preview, print, and save document.
 - .2 Choose appropriate technologies for a specific task and participate in teacher-guided activities using items such as scanner, video and digital, telephone, television, projectors, DVD players, interactive white boards, PDA, MP3 players, iPods, etc.
 - .3 Participate in individual and/or group multimedia projects (i.e. presentation software).
 - .4 Develop the use of electronic graphs, charts, and organizing tools (Kidspiration)
- T42.0 A student must collaborate and communicate globally in a digital environment.**
- .1 Continue to send and receive e-mail as a class.
 - .2 Review district's/school's acceptable use policy.
 - .3 Continue Internet safety.
 - .4 Continue development of copyright and plagiarism concept involving text and graphics.
- T43.0 A student must apply digital tools and skills with creativity and innovation to express his/herself construct knowledge and develop products and processes.**
- .1 Participate in small group or individual research in problem solving activities using the computer as the tool and communicate the findings.
 - .2 Begin limited independent Internet searching (search using key words, advertisement awareness).
 - .3 Use web browser tools.
 - .4 Begin to use online information resources independently (Library resources/databases).
- T44.0 A student must possess a functional understanding of technology concepts and operations.**
- .1 Be introduced to strategies for identifying and solving routine hardware and software problems that occur during everyday use such as restart the computer, check cables for power and network connectivity, choose printers appropriately.
 - .2 Review parts of a computer; care and use of CDs and DVDs; appropriate care and use of computer; printer selection and Troubleshooting.
 - .3 Work within the Desktop environment; identify drive icons (examples: C Drive, D Drive), documents, applications, folders; locate and launch applications; access the Internet; use menus; delete files; use the scroll bars; select, deselect, select all; copy, cut, and paste; launch and use multiple programs using task bar (minimize/maximize).
 - .4 Begin formal keyboarding training.
 - .5 Continue to use the right, left and scroll of the mouse and use the mouse to launch and quit programs via icons.
 - .6 Review save, save as, and how to retrieve documents to and from a specific location.