

Technology Course Content Checklist

Grades K-4

Technology Checklist – Kindergarten

TECHNOLOGY CONTENT STANDARD 1: A student must use digital tools and resources for problem solving and decision-making.

Students will:

- K1.1 Be aware of the different uses of the computers, including practicing skills, creating original documents, and using the Internet
- K1.2 Be aware of various technologies such as scanner, video and digital cameras, telephone, television, projectors, DVD players, interactive white boards, PDA, iPods, etc.

TECHNOLOGY CONTENT STANDARD 2: A student must collaborate and communicate globally in a digital environment.

Students will:

- K2.1 Begin to send and receive e-mail as a class
- K2.2 Review district's/school's acceptable use policy
- K2.3 Be introduced to Internet safety

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.

n/a

TECHNOLOGY CONTENT STANDARD 4: A student must possess a functional understanding of technology concepts and operations.

Students will:

- K4.1 Demonstrate appropriate use and care of computers
- K4.2 Identify computer station components:
 - Monitor
 - CPU
 - Keyboard
 - CD/DVD RW
 - Mouse
 - Printer
 - Speaker(s)
 - Laptop

Technology Checklist – Kindergarten (cont.)

- K4.3 Begin using the mouse including the right and left click and the scroll
- K4.4 Be introduced to launching and quitting programs
- K4.5 Recognize specific keys on the keyboard
 - Space bar
 - Enter
 - Arrows
 - Delete
 - Backspace
 - Letters
 - Numbers

Technology Checklist – First Grade

TECHNOLOGY CONTENT STANDARD 1: A student must use digital tools and resources for problem solving and decision-making.

Students will:

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

TECHNOLOGY CONTENT STANDARD 2: A student must collaborate and communicate globally in a digital environment.

Students will:

- 12.1 Continue to send and receive e-mail as a class
- 12.2 Review district's/school's acceptable use policy
- 12.3 Continue Internet safety

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.

Students will:

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

TECHNOLOGY CONTENT STANDARD 4: A student must possess a functional understanding of technology concepts and operations.

Students will:

- 14.1 Demonstrate appropriate use and care of hardware and software
- 14.2 Review and identify computer station components:
 - Monitor
 - CPU
 - Keyboard
 - CD/DVD RW
 - Mouse
 - Printer
 - Speaker(s)
 - Laptop

Technology Checklist – First Grade (cont.)

- 14.3 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
- 14.4 Use the right, left and scroll of the mouse and use the mouse to launch and quit programs via icons
- 14.5 Be introduced to desktop items such as web browser, recycle bin, start button

Technology Checklist – Second Grade

TECHNOLOGY CONTENT STANDARD 1: A student must use digital tools and resources for problem solving and decision-making.

Students will:

- 21.1 Use the computer to practice skills, access information, create original documents, and use the Internet
- 21.2 Be aware of various technologies such as scanner, video and digital cameras, telephone, television, projectors, DVD players, interactive white boards, PDA, iPods, etc
- 21.3 Begin using word processing applications
- 21.4 Use graphics and paint tools

TECHNOLOGY CONTENT STANDARD 2: A student must collaborate and communicate globally in a digital environment.

Students will:

- 22.1 Continue to send and receive e-mail as a class
- 22.2 Review district's/school's acceptable use policy
- 22.3 Continue Internet safety

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.

Students will:

- 23.1 Participate in teacher-directed research in problem solving activities using the computer as the tool and communicate the findings
- 23.2 Continue using online information resources as a class (such as weather information, current news)
- 23.3 Continue using web browser tools (examples: back, forward, address bar, home, Go button, window, Favorites)

TECHNOLOGY CONTENT STANDARD 4: A student must possess a functional understanding of technology concepts and operations.

Students will:

- 24.1 Demonstrate appropriate use and care of hardware and software
- 24.2 Review and identify computer station components:
 - Monitor
 - CPU
 - Keyboard
 - CD/DVD RW
 - Mouse
 - Printer
 - Speaker(s)
 - Laptop

Technology Checklist – Second Grade (cont.)

- 24.3 Correctly insert and eject CDs and DVDs
- 24.4 Be introduced to and practice concept of copy, cut, and paste
- 24.5 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
- 24.6 Use the right, left and scroll of the mouse and use the mouse to launch and quit programs via icons and menus
- 24.7 Begin to save and retrieve documents
- 24.8 Recognize and use desktop items such as web browser, recycle bin, start button

Technology Checklist – Third Grade

TECHNOLOGY CONTENT STANDARD 1: A student must use digital tools and resources for problem solving and decision-making.

Students will:

- 31.1 Use the computer to practice skills, access information, create original documents, and use the Internet
- 31.2 Participate in teacher-guided use of various technologies such as scanner, video and digital cameras, telephone, television, projectors, DVD players, interactive white boards, PDA, MP3 players, iPods, etc
- 31.3 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
- 31.4 Use graphics and paint tools
- 31.5 Be introduced to the use of electronic graphs, charts, and organizer tools (Kidspiration)
- 31.6 Participate in individual and/or group multimedia projects (i.e. presentation software)

TECHNOLOGY CONTENT STANDARD 2: A student must collaborate and communicate globally in a digital environment.

Students will:

- 32.1 Continue to send and receive e-mail as a class
- 32.2 Review district's/school's acceptable use policy
- 32.3 Continue Internet safety
- 32.4 Be introduced to the concept of copyright and plagiarism

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.

Students will:

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

Technology Checklist – Third Grade (cont.)**TECHNOLOGY CONTENT STANDARD 4: A student must possess a functional understanding of technology concepts and operations.**

Students will:

- 34.1 Review parts of computer; appropriate care and use of computer; review and identify computers station components
- 34.2 Correctly insert and eject CDs/DVDs
- 34.3 Practice copy, cut, and paste
- 34.4 Use the right, left and scroll of the mouse and use the mouse to launch and quit programs via icons and menus

- 34.5 Continue saving and retrieving documents to and from a specific location
- 34.6 Be introduced to keyboarding skills of proper hand placement/home row
- 34.7 Be introduced to the concept of Save As

Technology Checklist – Fourth Grade

TECHNOLOGY CONTENT STANDARD 1: A student must use digital tools and resources for problem solving and decision-making.

Students will:

- 41.1 Use word processing applications: understand and use cursor, select by highlighting, center text, change font, size, style and color, preview, print, and save document
- 41.2 Choose appropriate technologies for a specific task and participate in teacher-guided activities using items such as scanner, video and digital cameras, telephone, television, projectors, DVD players, interactive white boards, MP3 players, PDA, MP3players, iPods, etc.
- 41.3 Participate in individual and/or group multimedia projects (i.e. presentation software)
- 41.4 Develop the use of electronic graphs, charts, and organizing tools (Kidspiration)

TECHNOLOGY CONTENT STANDARD 2: A student must collaborate and communicate globally in a digital environment.

Students will:

- 42.1 Continue to send and receive e-mail as a class
- 42.2 Review district's/school's acceptable use policy
- 42.3 Continue Internet safety
- 42.4 Continue development of copyright and plagiarism concept involving text and graphics

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.

Students will:

- 43.1 Participate in small group or individual research in problem solving activities using the computer as the tool and communicate the findings
- 43.2 Begin limited independent Internet searching (search using key words, advertisement awareness)
- 43.3 Use web browser tools
- 43.4 Begin to use online information resources independently (Library resources/databases)

Technology Checklist – Fourth Grade (cont.)

TECHNOLOGY CONTENT STANDARD 4: A student must possess a functional understanding of technology concepts and operations.

Students will:

- 44.1 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
- 44.2 Review parts of computer; care and use of CDs/DVDs; appropriate care and use of computer; printer selection and troubleshooting
- 44.3 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)
- 44.4 Begin formal keyboarding training
- 44.5 Continue to use the right, left and scroll of the mouse and use the mouse to launch and quit programs via icons
- 44.6 Review save, save as, and how to retrieve documents to and from a specific location