



Technology Standards and Skills by Grade Level

Kindergarten

Standard 1: Demonstrate proficiency in the use of computers and applications as well as an understanding of the concepts underlying hardware, software and connectivity.

- Skills
- 0.1 Identify parts of a computer and digital devices
 - 0.2 Log on and off computer independently
 - 0.3 Demonstrate use of pointing device (eg: mouse, trackpad, touchscreen)
 - 0.4 Learn to open, use and close a program
 - 0.5 Identify home row and finger placement on keyboard

Standard 2: Demonstrate the responsible use of technology and an understanding of ethics and safety issues in using electronic media at home, in school and in society.

- Skills
- 0.1 Show responsible use of technology and equipment
 - 0.2 Explain and demonstrate compliance with classroom, school rules regarding responsible use of computers and networks
 - 0.3 Practice safe online behavior

1st Grade

Standard 1: Demonstrate proficiency in the use of computers and applications as well as an understanding of the concepts underlying hardware, software and connectivity.

- Skills
- 1.1 Identify and use toolbars/icons (ie: change font, color, size)
 - 1.2 Use graphics application to create a picture
 - 1.3 Navigate teacher-chosen web sites and database
 - 1.4 Identify keyboard functions

Standard 2: Demonstrate the responsible use of technology and an understanding of ethics and safety issues in using electronic media at home, in school and in society.

- Skills
- 1.1 Show responsible use of technology and equipment
 - 1.2 Explain and demonstrate compliance with classroom, school rules regarding responsible use of computers and networks
 - 1.3 Practice safe online behavior

2nd Grade

Standard 1: Demonstrate proficiency in the use of computers and applications as well as an understanding of the concepts underlying hardware, software and connectivity.

- Skills
- 2.1 Increase abilities to use of toolbars/icons beyond Grade 1 skills
 - 2.2 Find and insert graphics into a document (copy/paste)
 - 2.3 Navigate teacher-chosen web sites
 - 2.4 Utilize online databases

Standard 2: Demonstrate the responsible use of technology and an understanding of ethics and safety issues in using electronic media at home, in school and in society.

- Skills
- 2.1 Show responsible use of technology and equipment
 - 2.2 Explain and demonstrate compliance with classroom, school rules regarding responsible use of computers and networks
 - 2.3 Practice safe online behavior

3rd Grade

Standard 1: Demonstrate proficiency in the use of computers and applications as well as an understanding of the concepts underlying hardware, software and connectivity.

- Skills
- 3.1 Increase recognition and use of toolbars/icons beyond Grade 2 skills
 - 3.2 Save and retrieve files
 - 3.3 Copy and paste graphics into a document
 - 3.4 Utilize search engines
 - 3.5 Increase proficiency in proper use of keyboarding

- Standard 2: Demonstrate the responsible use of technology and an understanding of ethics and safety issues in using electronic media at home, in school and in society.**
- Skills
- 3.1 Show responsible use of technology and equipment
 - 3.2 Explain and demonstrate compliance with classroom, school rules regarding responsible use of computers and networks
 - 3.3 Understand and respect copyright laws (introduction)
 - 3.4 Practice safe online behavior
- Standard 3: Demonstrate the ability to use technology for research, critical thinking, problem solving, decision making, communication, collaboration, creativity, and innovation.**
- Skill:
- 3.1 Identify and utilize age-appropriate technology among teacher-generated alternatives to create final products aligned to content standards. (introduction)

4th Grade

- Standard 1: Demonstrate proficiency in the use of computers and applications as well as an understanding of the concepts underlying hardware, software and connectivity.**
- Skills
- 4.1 Use spell check to edit
 - 4.2 Develop layout and design skills
 - 4.3 Save and retrieve images and sound
 - 4.4 Keyboard using home row, correct fingering, and ergonomic position
- Standard 2: Demonstrate the responsible use of technology and an understanding of ethics and safety issues in using electronic media at home, in school and in society.**
- Skills
- 4.1 Show responsible use of technology and equipment
 - 4.2 Explain and demonstrate compliance with classroom, school rules regarding responsible use of computers and networks
 - 4.3 Understand and respect copyright laws
 - 4.4 Practice safe online behavior
- Standard 3: Demonstrate the ability to use technology for research, critical thinking, problem solving, decision making, communication, collaboration, creativity, and innovation.**
- Skills
- 4.1 Identify and utilize age-appropriate technology among teacher-generated alternatives to create final products aligned to content standards.
 - 4.2 Utilize search engines
 - 4.2 Use the Internet to engage in research for core subjects
 - 4.3 Use technology to communicate and collaborate with others
 - 4.4 Evaluate online resources for accuracy, relevance, appropriateness and bias

5th Grade

- Standard 1: Demonstrate proficiency in the use of computers and applications as well as an understanding of the concepts underlying hardware, software and connectivity.**
- Skills
- 5.1 Use spell check and grammar check to edit
 - 5.2 Use advanced layout and design skills to create and publish digital products
 - 5.3 Save and retrieve images, sound and video
 - 5.4 Create a spreadsheet using basic functions to collect data
 - 5.5 Create a slideshow presentation with customized backgrounds
 - 5.6 Increase knowledge of word processing functions (tables, columns)
 - 5.7 Demonstrate increased speed and accuracy while employing proper keyboarding techniques
- Standard 2: Demonstrate the responsible use of technology and an understanding of ethics and safety issues in using electronic media at home, in school and in society.**
- Skills
- 5.1 Show responsible use of technology and equipment
 - 5.2 Explain and demonstrate compliance with classroom, school rules regarding responsible use of computers and networks
 - 5.3 Understand and respect copyright laws
 - 5.4 Practice safe online behavior
- Standard 3: Demonstrate the ability to use technology for research, critical thinking, decision-making, communication, and collaboration, creativity and innovation.**
- Skills
- 5.1 Introduce advanced online search techniques
 - 5.2 Use technology to communicate and collaborate with others
 - 5.3 Demonstrate use of multi windows
 - 5.4 Evaluate online resources for relevance, appropriateness and bias

6th Grade

Standard 1: Demonstrate proficiency in the use of computers and applications as well as an understanding of the concepts underlying hardware, software and connectivity.

- Skills
- 6.1 Increase document editing skills and file management
 - 6.2 Develop and use layout and design principles to enhance documents
 - 6.3 Use spreadsheets to create charts and graphs
 - 6.4 Create a slideshow presentation using best practices
 - 6.5 Design, publish and present a multimedia product individually or as a group
 - 6.6 Improve keyboarding skills with a goal of at least 90-95% accuracy and 28-30 wpm
 - 6.7 Introduction to basic programming logic

Standard 2: Demonstrate the responsible use of technology and an understanding of ethics and safety issues in using electronic media at home, in school and in society.

- Skills
- 6.1 Show responsible use of technology and equipment
 - 6.2 Explain and demonstrate compliance with classroom, school rules regarding responsible use of computers and networks
 - 6.3 Demonstrate understanding of safe, ethical and empathetic online behavior and the consequences for violation

Standard 3: Demonstrate the ability to use technology for research, critical thinking, decision-making, communication, and collaboration, creativity and innovation.

- Skills
- 6.1 Utilize advanced online search techniques
 - 6.2 Evaluate online resources for accuracy, relevance, appropriateness and bias
 - 6.3 Demonstrate use of multiple applications concurrently while creating a document
 - 6.4 Understand and use digital media in creation of a digital project
 - 6.5 Use technology to communicate and collaborate with peers