

Kindergarten Technology Standards

A. Basic operations and concepts

KA1. Students will be able to independently start a program and select an option from a menu driven program.

KA2. Students will use both hands and press the space bar with their thumbs when working with word processing.

KA3. Students will be able to click and drag the mouse to run a program.

C. Technology productivity tools

KC1. Students will begin to type letters and words.

D. Technology communications tools

KD1. Students will use graphic software to represent an idea or concept. (Such as KidPix or Kidspiration.)

First Grade Technology Standards

A. Basic operations and concepts

1A1. Students will be able to independently start and use appropriate, menu driven educational software and log off when finished.

1A2. Students will know the position and how to use the ESC, ENTER, DELETE and BACKSPACE, CTRL, SHIFT, CAPS LOCK, and ALT. keys.

1A3. Students will begin to use printers

C. Technology productivity tools

1C1. Students will begin to use word processing software to enter, save, and print text.

D. Technology communications tools

1D1. Students will use graphic software to create simple pictures and documents.

Second Grade Technology Standards

A. Basic operations and concepts

2A1. Students will be able to identify and describe the function of the following computer components in simple terms: keyboard, monitor, screen, hard drive, CD-ROM disk, CD-ROM drive, mouse, and printer.

2A2. Students will be able to log on to a computer, start and use menu driven educational software and will follow procedures to shut down and/or log off equipment.

2A3. Students will learn the general location of the letter and number keys on a computer.

2A4. Students will be able to print successfully.

C. Technology productivity tools

2C1. Students will use word processing software to enter, save, and print text.

D. Technology communications tools

2D1. Students will use graphics/presentation software to design, save, and print/display a document.

E. Technology research tools

2E1. Students begin to use the electronic library catalog