

Technology Standards Articulation by Grade

Kindergarten

First Grade

Second Grade

Kindergarten	First Grade	Second Grade
OLOL STRAND 1: Basic Computer Operations and Concepts	OLOL STRAND 1: Basic Computer Operations and Concepts	OLOL STRAND 1: Basic Computer Operations and Concepts
Every student will understand the operation, function of technology, and become proficient in its use.	Every student will understand the operation, function of technology, and become proficient in its use.	Every student will understand the operation, function of technology, and become proficient in its use.
Addresses ISTE Standards for Students 6. Technology operations and concepts Students demonstrate a sound understanding of technology concepts, systems, and operations. a. Understand and use technology systems b. Select and use applications effectively and productively c. Troubleshoot systems and applications d. Transfer current knowledge to learning of new technologies	Addresses ISTE Standards for Students 6. Technology operations and concepts Students demonstrate a sound understanding of technology concepts, systems, and operations. a. Understand and use technology systems b. Select and use applications effectively and productively c. Troubleshoot systems and applications d. Transfer current knowledge to learning of new technologies	Addresses ISTE Standards for Students 6. Technology operations and concepts Students demonstrate a sound understanding of technology concepts, systems, and operations. a. Understand and use technology systems b. Select and use applications effectively and productively c. Troubleshoot systems and applications d. Transfer current knowledge to learning of new technologies
Concept 1: Communicate about technology using appropriate and accurate terminology Students will: B1. Identify basic computer components, including input and output devices (mouse, monitor, keyboard, storage devices, cursor); B2. Identify basic computer peripherals (printer, headphones, microphone); B3. Use basic appropriate technology vocabulary (desktop, monitor, keyboard, mouse, Start, logoff, click and double click, taskbar, open and close)	Concept 1: Communicate about technology using appropriate and accurate terminology Students will: B1. Identify and use basic computer components, including input and output devices (i.e. mouse, monitor, keyboard, storage devices, cursor, printer and headphones); B2. Identify basic computer peripherals (i.e. printer, headphones, microphone, digital camera, etc.); B3. Use basic appropriate technology vocabulary (desktop, monitor, keyboard, mouse, Start, logoff, print, click and double click, backspace, delete, maximize, minimize, icons, taskbar, open and close); B4. Identify application, folder, hard drive and recycle bin icons; B5. Recognize the purpose of basic file menu options (new, open, save, save as, quit, exit, print, print preview, undo, redo etc.)	Concept 1: Communicate about technology using appropriate and accurate terminology. Students will: B1. Identify and use basic computer components, including input and output devices (e.g. mouse, monitor, keyboard, storage devices, cursor, printer, headphones); B2. Use basic appropriate technology vocabulary (e.g. desktop, monitor, keyboard, mouse, Start, logoff, print, click and double click, backspace, delete, maximize, minimize, icons, taskbar, open and close); B3. Use applications, folders, hard drive and recycle bin icons; B4. Recognize the purpose of basic file menu options (e.g. new, open, save, save as, quit, exit, print, print preview, undo, redo etc.)
Concept 2: Computer Access Students will: B1. Power on/power off computer; B2. Login/logout of computer/network; B3. Demonstrate proper use/handling of computer drives and peripherals; B4. Open and close an application	Concept 2: Computer Access Students will: B1. Power on/power off computer; B2. Login/logout of computer/network; B3. Demonstrate proper use/handling of computer drives and peripherals; B4. Open and close an application	Concept 2: Computer Access Students will: B1. Power on/power off computer; B2. Login/logout of computer/network; B3. Demonstrate proper use/handling of computer drives and peripherals; B4. Open and close an application
Concept 3: Input Devices Students will: B1. Navigate with a pointing device (use of drop down menus, use of vertical and horizontal scrolling, ability to choose options within a program); B2. Use left-click mouse function; B3. Use Double-click mouse function; B4. Use right-click mouse function	Concept 3: Input Devices Students will: B1. Navigate with a pointing device (use of drop down menus, use of vertical and horizontal scrolling, ability to choose options within a program); B2. Use left-click mouse function; B3. Use Double-click mouse function; B4. Use right-click mouse function	Concept 3: Input Devices Students will: B1. Navigate with a pointing device (e.g. use of drop down menus, use of vertical and horizontal scrolling, ability to choose options within a program); B2. Use left-click mouse function; B3. Use Double-click mouse function; B4. Use right-click mouse function
Concept 4: Computer Navigation Students will: B1. Locate, launch and exit software applications using icons or shortcuts that are appropriate for the designed task (e.g. local and network); B2. Introduce Computer desktop management (working with desktop icons and shortcuts)	Concept 4: Computer Navigation Students will: B1. Locate, launch and exit software applications using icons or shortcuts that are appropriate for the designed task (e.g. local and network); B2. Introduce Computer desktop management (working with desktop icons and shortcuts); B3. Introduce file management to create, locate and save files in various locations	Concept 4: Computer Navigation Students will: B1. Locate, launch and exit software applications using icons or shortcuts that are appropriate for the designed task (e.g. local and network); B2. Manipulate desktop icons and shortcuts; B3. Introduce file management to create, locate and save files from local and network drives; B4. Navigate websites and digital presentation software with assistance (e.g. Kid Pix, PowerPoint)
Concept 5: Output Devices Students will : Introduced at First Grade	Concept 5: Output Devices Students will B1. Introduce how to print	Concept 5: Output Devices Students will: B1. Will print documents with assistance
Concept 6: Media Resources Students will: B1. Use an interactive white board	Concept 6: Media Resources Students will: B1. Use an interactive white board	Concept 6: Media Resources Students will: B1. Use an interactive white board
OLOL STRAND 2: Digital Citizenship: Students understand human, cultural, and societal issues related to technology and practice legal, ethical and moral Christian behavior.	OLOL STRAND 2: Digital Citizenship: Students understand human, cultural and societal issues related to technology and practice legal, ethical and moral Christian behavior.	OLOL STRAND 2: Digital Citizenship: Students understand human, cultural and societal issues related to technology and practice legal, ethical and moral Christian behavior.
Every student will understand the operation and function of technology and become proficient in its use.	Every student will understand the operation and function of technology and become proficient in its use.	Every student will understand the operation and function of technology and become proficient in its use.
Addresses ISTE Standards for Students 5. Digital citizenship Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. a. Advocate and practice safe, legal, and responsible use of information and technology b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity c. Demonstrate personal responsibility for lifelong learning d. Exhibit leadership for digital citizenship	Addresses ISTE Standards for Students 5. Digital citizenship Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. a. Advocate and practice safe, legal, and responsible use of information and technology b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity c. Demonstrate personal responsibility for lifelong learning d. Exhibit leadership for digital citizenship	Addresses ISTE Standards for Students 5. Digital citizenship Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. a. Advocate and practice safe, legal, and responsible use of information and technology b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity c. Demonstrate personal responsibility for lifelong learning d. Exhibit leadership for digital citizenship
Concept 1: Developing Positive Technology-Related Behaviors and Attitudes Students will: B1. Follow directions when using computers and peripherals; B2. Work collaboratively with others; B3. Assist others when needed; B4. Complete tasks as assigned; B5. Respect the rights of others	Concept 1: Developing Positive Technology-Related Behaviors and Attitudes Students will: B1. Follow directions when using computers and peripherals; B2. Work collaboratively with others; B3. Assist others when needed; B4. Complete tasks as assigned; B5. Respect the rights of others	Concept 1: Developing Positive Technology-Related Behaviors and Attitudes Students will: B1. Follow directions when using computers and peripherals; B2. Work collaboratively with others; B3. Assist others when needed; B4. Complete tasks as assigned; B5. Respect the rights of others
Concept 2: Acceptable Use Students will: B1. Use school network and Internet ethically and appropriately; B2. Demonstrate Christian behaviors when using technology; B3. Handle external media carefully; B4. Discuss correct and responsible use and care of technology; B5. Discuss and follow school's Acceptable Use Policy (AUP); B6. Acknowledge ownership of created works	Concept 2: Acceptable Use Students will: B1. Use school network and Internet ethically and appropriately; B2. Demonstrate Christian behaviors when using technology; B3. Handle external media carefully; B4. Discuss correct and responsible use and care of technology; B5. Discuss and follow school's Acceptable Use Policy (AUP); B6. Acknowledge ownership of created works	Concept 2: Acceptable Use Students will: B1. Use school network and Internet ethically and appropriately; B2. Demonstrate Christian behaviors when using technology; B3. Handle external media carefully (e.g. cd's, etc...); B4. Discuss correct and responsible use and care of technology; B5. Discuss and follow school's Acceptable Use Policy (AUP); B6. Acknowledge ownership of created works

Concept 3: Internet Personal Safety Students will: B1. Recognize and understand responsible cyber-community citizenship; B2. Understand and practice responsible use of personal safety (password, personal and family information); B3. Recognize and understand the use of technology as a way to communicate with others and access information for learning; B4. Develop an understanding of proper netiquette when communicating with others online	Concept 3: Internet Personal Safety Students will: B1. Recognize and understand responsible cyber-community citizenship (Club Penguin and Webkinz); B2. Understand and practice responsible use of personal safety (password, personal and family information); B3. Recognize and understand the use of technology as a way to communicate with others and access information for learning; B4. Develop an understanding of proper netiquette when communicating with others online; B5. Develops positive attitudes and understands cyber-bullying	Concept 3: Internet Personal Safety Students will: B1. Recognize and understand responsible cyber-community citizenship (e.g. Club Penguin and Webkinz or similar websites); B2. Understand and practice responsible use of personal safety (e.g. password, personal and family information); B3. Recognize and understand the use of technology as a way to communicate with others and access information for learning; B4. Develop an understanding of proper netiquette when communicating with others online; B5. Develops positive attitudes and understands cyber-bullying
OLOL STRAND 3: Technology Tools that Promote Creativity and Innovation	OLOL STRAND 3: Technology Tools that Promote Creativity and Innovation	OLOL STRAND 3: Technology Tools that Promote Creativity and Innovation
Every student will demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.	Every student will demonstrate creative thinking, construct knowledge and develop innovative products and processes using technology.	Every student will demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
Addresses ISTE Standards for Students 1. Creativity and innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. a. Apply existing knowledge to generate new ideas, products, or processes b. Create original works as a means of personal or group expression c. Use models and simulations to explore complex systems and issues d. Identify trends and forecast possibilities	Addresses ISTE Standards for Students 1. Creativity and innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. a. Apply existing knowledge to generate new ideas, products, or processes b. Create original works as a means of personal or group expression c. Use models and simulations to explore complex systems and issues d. Identify trends and forecast possibilities	Addresses ISTE Standards for Students 1. Creativity and innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. a. Apply existing knowledge to generate new ideas, products, or processes b. Create original works as a means of personal or group expression c. Use models and simulations to explore complex systems and issues d. Identify trends and forecast possibilities
*Correct use of Technology Tools including productivity tools and software align more with Addresses ISTE Standards for Students 6.		
Concept 1: Experience a variety of software and online applications to complete innovative products and processes. Students will: B1. Use appropriate software application(s) to complete tasks	Concept 1: Experience a variety of software and online applications to complete innovative products and processes. Students will: B1. Use appropriate software application(s) to complete tasks	Concept 1: Experience a variety of software and online applications to complete innovative products and processes. Students will: B1. Use appropriate software application(s) to complete tasks
Concept 2:* Keyboarding Students will: B1. Locate, identify and use A-Z and 0-9 keys; B2. Locate special keys such as: enter, spacebar, escape, tab key, arrow keys, shift, caps lock, num lock, delete and backspace keys; B3. Locate and utilize keyboard shortcuts such as: Esc, Ctrl, Alt, Del, and Function keys	Concept 2: Keyboarding Students will: B1. Locate, identify and use A-Z and 0-9 keys; B2. Locate special keys such as: enter, spacebar, escape, tab key, arrow keys, home key, shift, caps lock, num lock, delete and backspace keys; B3. Locate and utilize keyboard shortcuts such as: Esc, Ctrl, Alt, Del, and Function keys	Concept 2: Keyboarding Students will: B1. Locate, identify and use A-Z and 0-9 keys; B2. Locate special keys such as: enter, spacebar, escape, tab key, arrow keys, home key, shift, caps lock, num lock, delete and backspace keys; B3. Locate and utilize keyboard shortcuts such as: Esc, Ctrl, Alt, and Del); B4. Begin to use correct home row hand positions, fingering and posture
Concept 3*: Word Processing Students will: B1. Use basic word processing skills to enhance the writing process; B2. Use clip art to illustrate concepts and ideas; B3*. Understand terms and concepts related to word processing	Concept 3: Word Processing Students will: B1. Use basic word processing skills to enhance the writing process; B2. Use clip art to illustrate concepts and ideas; B3.Understand terms and concepts related to word processing (toolbars, alignment, font style, font size, font color, etc.); B4. Introduce word processing skills to format text	Concept 3: Word Processing Students will: B1. Use basic word processing skills to enhance the writing process; B2. Use clip art to illustrate concepts and ideas; B3. Understand terms and concepts related to word processing (toolbars, alignment, font style, font size, font color, etc.); B4. Use word processing skills to format text, (e.g. centering, spell check, thesaurus); B5. Begin to use open, create, delete, copy, paste, save, locate and/or print a file/document
Concept 4: Skill Building with Spreadsheets Students will: Introduced in First Grade	Concept 4: Skill Building with Spreadsheets Students will: B1. Will be introduced to spreadsheet vocabulary (e.g. sort, row, column, cell address, etc.); B2. Enter data into cells of spreadsheet program	Concept 4: Skill Building with Spreadsheets Students will: B1. Will be introduced to spreadsheet vocabulary (e.g. sort, row, column, cell address, etc.); B2. Enter data into cells of spreadsheet program
Concept 5: Multimedia Students will: B1. Utilize draw and paint software, to express original thoughts and ideas to create original works; B2. Locate and use graphics and/or sounds to enhance original works of self-expression	Concept 5: Multimedia Students will: B1. Utilize draw and paint software, to express original thoughts and ideas to create original works; B2. Locate and use graphics and/or sounds to enhance original works of self-expression; B3. Introduce basic skills to create a slide show presentation	Concept 5: Multimedia Students will: B1. Utilize draw/paint software, to create original works; B2. Locate, import and adjust graphics to enhance original works of self-expression; B3. Introduce basic skills to create a slide show presentation
Concept 6: Transfer Current Knowledge to Learning of New Technologies Students will: B1. Introduced in Grade 6		
Concept 7: Skill Building With Desktop Publishing Students will: Introduced in Fourth Grade		
OLOL STRAND 4: Communication & Collaboration	OLOL STRAND 4: Communication & Collaboration	OLOL STRAND 4: Communication & Collaboration
Every student will use productivity tools and will collaborate, publish and interact with peers experts and other audiences by using telecommunications and media	Every student will use productivity tools and will collaborate, publish and interact with peers experts and other audiences by using telecommunications and media	Every student will use productivity tools and will collaborate, publish and interact with peers experts and other audiences by using telecommunications and media
Addresses ISTE Standards for Students 2. Communication and collaboration Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats c. Develop cultural understanding and global awareness by engaging with learners of other cultures d. Contribute to project teams to produce original works or solve problems International Society for Technology in Education	Addresses ISTE Standards for Students 2. Communication and collaboration Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats c. Develop cultural understanding and global awareness by engaging with learners of other cultures d. Contribute to project teams to produce original works or solve problems International Society for Technology in Education	Addresses ISTE Standards for Students 2. Communication and collaboration Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats c. Develop cultural understanding and global awareness by engaging with learners of other cultures d. Contribute to project teams to produce original works or solve problems International Society for Technology in Education
Concept 1: Communication Students will: B1. Use digital media to gain understanding of cultural differences in a global society (may be teacher guided)	Concept 1: Communication Students will: B1. Use digital media to gain understanding of cultural differences in a global society (may be teacher guided)	Concept 1: Communication Students will: B1. Use digital media to gain understanding of cultural differences in a global society (may be teacher guided)

Concept 2: Collaboration Students will: B1. Collaborate with others using digital media to learn, develop and share information in a curriculum area; B2. Use technology tools to exchange stories artifacts and information about their lives; B3. Use digital resources to gain understanding and appreciation of others	Concept 2: Collaboration Students will: B1. Collaborate with others using digital media to learn, develop and share information in a curriculum area; B2. Use technology tools to exchange stories artifacts and information about their lives and local community; B3. Use digital resources to gain understanding and appreciation of others	Concept 2: Collaboration Students will: B1. Collaborate with others using digital media to learn, develop and share information in a curriculum area; B2. Use technology tools to exchange stories and information about their lives and local community; B3. Use digital resources to gain understanding and appreciation of others
OLOL STRAND 5: Technology Research Tools	OLOL STRAND 5: Technology Research Tools	OLOL STRAND 5: Technology Research Tools
Every student will utilize technology based research tools to locate and collect information pertinent to the task, as well as evaluate and analyze information from a variety of sources.	Every student will utilize technology based research tools to locate and collect information pertinent to the task, as well as evaluate and analyze information from a variety of sources.	Every student will utilize technology based research tools to locate and collect information pertinent to the task, as well as evaluate and analyze information from a variety of sources.
Addresses ISTE Standards for Students 3. Research and information fluency Students apply digital tools to gather, evaluate, and use information. a. Plan strategies to guide inquiry b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks d. Process data and report results	Addresses ISTE Standards for Students 3. Research and information fluency Students apply digital tools to gather, evaluate, and use information. a. Plan strategies to guide inquiry b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks d. Process data and report results	Addresses ISTE Standards for Students 3. Research and information fluency Students apply digital tools to gather, evaluate, and use information. a. Plan strategies to guide inquiry b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks d. Process data and report results
Concept 1: Researching Tools Students will: B1. Access a website that is pre-book marked or linked	Concept 1: Researching Tools Students will: B1. Access a website that is book marked or linked; B2. Launch a web browser, enter web address and access the information	Concept 1: Researching Tools Students will: B1. Access a website that is book marked or linked; B2. Launch a web browser, enter web address and access the information
OLOL STRAND 6: Technological Critical thinking, Problem Solving, & Decision Making	OLOL STRAND 6: Technological Critical thinking, Problem Solving, & Decision Making	OLOL STRAND 6: Technological Critical thinking, Problem Solving, & Decision Making
Every student will use critical thinking skills to plan and conduct research, manage projects, solve problems. Students will make informed decisions using appropriate digital tools and resources.	Every student will use critical thinking skills to plan and conduct research, manage projects, solve problems. Students will make informed decisions using appropriate digital tools and resources.	Every student will use critical thinking skills to plan and conduct research, manage projects, solve problems. Students will make informed decisions using appropriate digital tools and resources.
Addresses ISTE Standards for Students 4. Critical thinking, problem solving, and decision making Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. a. Identify and define authentic problems and significant questions for investigation b. Plan and manage activities to develop a solution or complete a project c. Collect and analyze data to identify solutions and/or make informed decisions d. Use multiple processes and diverse perspectives to explore alternative solutions	Addresses ISTE Standards for Students 4. Critical thinking, problem solving, and decision making Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. a. Identify and define authentic problems and significant questions for investigation b. Plan and manage activities to develop a solution or complete a project c. Collect and analyze data to identify solutions and/or make informed decisions d. Use multiple processes and diverse perspectives to explore alternative solutions	Addresses ISTE Standards for Students 4. Critical thinking, problem solving, and decision making Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. a. Identify and define authentic problems and significant questions for investigation b. Plan and manage activities to develop a solution or complete a project c. Collect and analyze data to identify solutions and/or make informed decisions d. Use multiple processes and diverse perspectives to explore alternative solutions
Concept 1: Critical Thinking Students will: B1. Understand how technology impacts their daily life	Concept 1: Critical Thinking Students will: B1. Understand how technology impacts their daily life	Concept 1: Critical Thinking Students will: B1. Understand how technology impacts their daily life
Concept 2: Problem Solving Students will: B1. Follow and manage activities to develop a solution or complete a project; B2. Collect and analyze data to identify solutions and/or make informed decisions	Concept 2: Problem Solving Students will: B1. Follow and manage activities to develop a solution or complete a project; B2. Collect data to identify a problem and find a solution through informed decisions with teacher assistance.	Concept 2: Problem Solving Students will: B1. Follow and manage activities to develop a solution or complete a project; B2. Collect data to identify a problem and find a solution through informed decisions with teacher assistance.
Concept 2: Decision Making Students will: B1. Use technology tools and resources provided to address a variety of tasks and problems	Concept 2: Decision Making Students will: B1. Use technology tools and resources provided to address a variety of tasks and problems	Concept 3: Decision Making Students will: B1. Use technology tools and resources provided to address a variety of tasks and problems
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