Technology Standards Articulation by 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.	Addresses ISTE Standards for Students 6. Technology operations and concepts Students demonstrate a sound understanding of technology concepts, systems, and operations.	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	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	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
DLOL 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.
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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	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	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

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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.  **Correct 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 insolvence particularly and use A.Z and 0.9 keys; B2. Locate special keys such as: enter, spacebar, escape, tab key, arrow keys, shift, casp is lock, num lock, delete and backspace keys; B3. Locate and utilize keyboard shortcuts such as: Esc, Crf. Air, Del, and function keys and backspace keys; B3. Locate and utilize keyboard shortcuts such as: Esc, Crf. Air, Del, and function keys and backspace keys; B3. Locate and utilize keyboard shortcuts such as: Esc, Crf. Air, Del, and function keys and backspace keys; B3. Locate and utilize keyboard shortcuts such as: Esc, Crf. Air, Del, and function keys and backspace keys; B3. Locate and utilize keyboard shortcuts such as: Esc, Crf. Air, Del, and function keys and backspace keys; B3. Locate and utilize keyboard shortcuts such as: Esc, Crf. Air, Del, and function keys and backspace keys; B3. Locate and utilize keyboard shortcuts such as: Esc, Crf. Air, Del, and function keys and backspace keys; B3. Locate and utilize keyboard shortcuts such as: Esc, Crf. Air, Del, and function keys and backspace keys; B3. Locate and utilize keyboard shortcuts such as: Esc, Crf. Air, Del, and function keys and backspace keys; B3. Locate and utilize keyboard shortcuts such as: Esc, Crf. Air, Del, and function keys and backspace keys; B3. Locate and utilize keyboard shortcuts such as: Esc, Crf. Air, Del, and function keys and backspace keys; B3. Locate and utilize keyboard shortcuts with and transpace and concepts related to word processing students will: B1. Use basic word processing students w	-				
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Concept 7: Skill Building With Desktop Publishing Students will: Introduced in Fourth Grade					
	Concept 6: Transfer Current Knowledge to Learning of New Technologies Students will: B1. Introduced in Grade 6				
OLOL STRAND 4: Communication & Collaboration OLOL STRAND 4: Communication & Collaboration OLOL STRAND 4: Communication & Collaboration	Concept 7: Skill Building With Desktop Publishing Students will: Introduced in Fourth Grade				
Every student will use productivity tools and will collaborate, publish and interact with peers experts and Every student will use productivity tools and will collaborate, publish and interact with peers experts and Every student will use productivity tools and will collaborate, publish and interact with peers experts and Every student will use productivity tools and will collaborate, publish and interact with peers experts and Every student will use productivity tools and will collaborate, publish and interact with peers experts and Every student will use productivity tools and will collaborate, publish and interact with peers experts and Every student will use productivity tools and will collaborate, publish and interact with peers experts and Every student will use productivity tools and will collaborate, publish and interact with peers experts and Every student will use productivity tools and will collaborate publish and interact with peers experts and Every student will use productivity tools and will collaborate publish and interact with peers experts and Every student will use productivity tools and will collaborate publish and interact with peers experts and Every student will use productivity tools and will collaborate publish and interact with peers experts and Every student will use productivity tools and will collaborate publish and interact with peers experts and Every student will use productivity tools and will collaborate publish and interact with peers experts and Every student will use productivity tools and will collaborate publish and interact with peers experts and Every student will use productivity tools and will collaborate publish and interact with peers experts and Every student will use productivity tools and will collaborate publish and interact with peers experts and Every student will use productivity tools and will collaborate publish and interact with peers experts and a supplication of the peers experts and a supplication of the peers experts and a supplication of the peers expe	n peers experts and				
other audiences by using telecommunications and media other audiences by using telecommunications and media					
Addresses ISTE Standards for Students 2. Communication and collaboration  Addresses ISTE Standards for Students 2. Communication and collaboration  Addresses ISTE Standards for Students 2. Communication and collaboration					
Students use digital media and environments to communicate and work collaboratively, including at a Students use digital media and environments to communicate and work collaboratively, including at a Students use digital media and environments to communicate and work collaboratively, including at a Students use digital media and environments to communicate and work collaboratively, including at a Students use digital media and environments to communicate and work collaboratively, including at a Students use digital media and environments to communicate and work collaboratively, including at a Students use digital media and environments to communicate and work collaboratively, including at a Students use digital media and environments to communicate and work collaboratively, including at a Students use digital media and environments to communicate and work collaboratively.	vely, including at a				
distance, to support individual learning and contribute to the learning of others.  distance, to support individual learning of others.  distance, to support individual learning of others.					
a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital and the collaborate and publish with peers, experts, or others employing a variety of digital and the collaborate and publish with peers, experts, or others employing a variety of digital and the collaborate and publish with peers, experts, or others employing a variety of digital and the collaborate and publish with peers, experts, or others employing a variety of digital and the collaborate and publish with peers, experts, or others employing a variety of digital and the collaborate and the collabor	ty of digital				
environments and media environments and media environments and media					
b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and ideas effectively to multiple audiences using a variety of media and b. Communicate information and b. Communicate information and b. Communicate information and b. Communicate information and b. Communicate informa	, ,				
formats formats formats	, ,				
c. Develop cultural understanding and global awareness by engaging with learners of other cultures c. Develop cultural understanding and global awareness by engaging with learners of other cultures	iety of media and				
d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project teams to produce original works or solve problems International Society for d. Contribute to project t	iety of media and				
Technology in Education Technology in Education Technology in Education	iety of media and				
	iety of media and				
	iety of media and				
Concept 1: Communication Students will: B1. Use digital media to gain understanding of cultural  Concept 1: Communication Students will: B1. Use digital media to gain understanding of cultural  Concept 1: Communication Students will: B1. Use digital media to gain understanding of cultural	iety of media and				
differences in a global society (may be teacher guided) differences in a global society (may be teacher guided)	iety of media and of other cultures cional Society for				
	iety of media and of other cultures cional Society for				

oncept 2: Collaboration Students will: B1. Collaborate with others using digital media to learn, develop	Concept 2: Collaboration Students will: B1. Collaborate with others using digital media to learn, develop	Concept 2: Collaboration Students will: B1. Collaborate with others using digital media to learn, develop
nd share information in a curriculum area; B2. Use technology tools to exchange stories artifacts and	and share information in a curriculum area; B2. Use technology tools to exchange stories artifacts and	and share information in a curriculum area; B2. Use technology tools to exchange stories and information
formation about their lives; B3. Use digital resources to gain understanding and appreciation of others	information about their lives and local community; B3. Use digital resources to gain understanding and	about their lives and local community; B3. Use digital resources to gain understanding and appreciation of others
	appreciation of others	others
LOL STRAND 5: Technology Research Tools	OLOL STRAND 5: Technology Research Tools	OLOL STRAND 5: Technology Research Tools
very student will utilize technology based research tools to locate and collect information pertinent to	Every student will utilize technology based research tools to locate and collect information pertinent to	Every student will utilize technology based research tools to locate and collect information pertinent to
ne task, as well as evaluate and analyze information from a variety of sources.	the task, as well as evaluate and analyze information from a variety of sources.	the task, as well as evaluate and analyze information from a variety of sources.
ddresses ISTE Standards for Students 3. Research and information fluency	Addresses ISTE Standards for Students 3. Research and information fluency	Addresses ISTE Standards for Students 3. Research and information fluency
tudents apply digital tools to gather, evaluate, and use information.	Students apply digital tools to gather, evaluate, and use information.	Students apply digital tools to gather, evaluate, and use information.
Plan strategies to guide inquiry	a. Plan strategies to guide inquiry	a. Plan strategies to guide inquiry
Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources		b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of source
nd media . Evaluate and select information sources and digital tools based on the appropriateness to specific tasks	sources and media	and media  c. Evaluate and select information sources and digital tools based on the appropriateness to specific tas
Process data and report results	tasks	d. Process data and report results
·	d. Process data and report results	
oncept 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.	Concept 1: Researching Tools Students will: B1. Access a website that is book marked or linked; B2. Laund
	Launch a web browser, enter web address and access the information	a web browser, enter web address and access the information
LOL 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
very student will use critical thinking skills to plan and conduct research, manage projects, solve problems.	Every student will use critical thinking skills to plan and conduct research, manage projects, solve	Every student will use critical thinking skills to plan and conduct research, manage projects, solve problem
tudents will make informed decisions using appropriate digital tools and resources.	problems. Students will make informed decisions using appropriate digital tools and resources.	Students will make informed decisions using appropriate digital tools and resources.
delican services from the design of the first of the design of the services and design of the services	Address (CTC Charles to Charles to College to the C	Address (CTF Constant for Constant A California Indiana and Indian
ddresses ISTE Standards for Students 4. Critical thinking, problem solving, and decision making tudents use critical thinking skills to plan and conduct research, manage projects, solve problems, and	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	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
nake informed decisions using appropriate digital tools and resources.	make informed decisions using appropriate digital tools and resources.	make informed decisions using appropriate digital tools and resources.
Identify and define authentic problems and significant questions for investigation	a. Identify and define authentic problems and significant questions for investigation	a. Identify and define authentic problems and significant questions for investigation
Plan and manage activities to develop a solution or complete a project  Collect and analyze data to identify solutions and/or make informed decisions	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	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
. Use multiple processes and diverse perspectives to explore alternative solutions	d. Use multiple processes and diverse perspectives to explore alternative solutions	d. Use multiple processes and diverse perspectives to explore alternative solutions
oncept 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
2. Bubbas Cabina Chalanta III. B4 Fallows	Constant 2. Poshlow Coloire Chalantarilly D4. Follows	Constant 2 Doubles Coloire Chalanterille D4 Faller
oncept 2: Problem Solving Students will: B1. Follow and manage activities to develop a solution or omplete 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	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.	with teacher assistance.
onipiete a project, bz. Conect and analyze data to identify solutions and/or make informed decisions	with teather assistance.	
oncept 2: Decision Making Students will: B1. Use technology tools and resources provided to address a	Concept 2: Decision Making Students will: B1. Use technology tools and resources provided to address a	Concept 3: Decision Making Students will: B1. Use technology tools and resources provided to address a
		Concept 3: Decision Making Students will: B1. Use technology tools and resources provided to address a variety of tasks and problems