

# Kindergarten – Second Grade

## Technology Operations and Concepts

Students will:

1. Identify basic parts of various technology systems.
  - Naming input and output devices  
Examples: input—keyboard, stylus  
output—printer
2. Identify applications and operations of various technology systems.  
Examples: applications—word processing, multimedia presentation software  
operations—opening, closing, and saving files
  - Using accurate terminology related to technology  
Example: “press,” not “hit,” keys
  - Using input devices to enter letters, numbers, and symbols
  - Using special functions of input devices  
Example: keyboard shortcuts
  - Labeling storage media
  - Removing storage media safely
3. Demonstrate correct posture and finger placement while using a technology system.

## Digital Citizenship

4. Identify safe use of technology systems and applications.  
Examples: protecting personal information online, avoiding inappropriate sites, exiting inappropriate sites
5. Practice responsible use of technology systems and applications.  
Example: maintaining proper settings
  - Demonstrating care of digital equipment and media  
Examples: washing hands before use, cleaning work area before and after use
  - Distinguishing between ethical and unethical use of others’ work  
Examples: avoiding plagiarism, avoiding manipulation of others’ work without permission
6. Identify uses of technology systems in daily living.

## **Research and Information Fluency**

7. Use digital tools to access and retrieve information.  
Examples: online libraries, multimedia dictionaries, search engines, directories
  - Evaluating accuracy of digital content  
Example: determining fact versus opinion

## **Communication and Collaboration**

8. Use digital environments to exchange ideas with individuals or groups.  
Examples: other states, other countries
  - Producing digital works collaboratively  
Examples: developing shared writing projects, creating language experience stories

## **Critical Thinking, Problem Solving, and Decision Making**

9. Identify digital tools used for problem solving.  
Examples: spell check, digital graphic organizers, electronic drawing programs, simulation software

## **Creativity and Innovation**

10. Design original works using digital tools.  
Examples: tools—digital drawing tools, music software, word processing software, digital cameras