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| **Subject:** | **Technology Education** | **Grade:** | **K-2** |

1. **Creativity and Innovation:** Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
	1. Apply existing knowledge to generate new ideas, products, or processes
	2. Create original works as a means of personal or group expression
	3. Use models and simulations to explore complex systems and issues
	4. Identify trends and forecast possibilities
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.
3. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media
4. Communicate information and ideas effectively to multiple audiences using a variety of media and formats
5. Develop cultural understanding and global awareness by engaging with learners of other cultures
6. Contribute to project teams to produce original works or solve problems
7. **Research and Information Fluency:** Students apply digital tools to gather, evaluate, and use information.
8. Plan strategies to guide inquiry
9. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media
10. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks
11. Process data and report results
12. **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.
	1. Identify and define authentic problems and significant questions for investigation
	2. Plan and manage activities to develop a solution or complete a project
	3. Collect and analyze data to identify solutions and/or make informed decisions
	4. Use multiple processes and diverse perspectives to explore alternative solutions
13. **Digital Citizenship:** Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior
	1. Advocate and practice safe, legal, and responsible use of information and technology
	2. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity
	3. Demonstrate personal responsibility for lifelong learning
	4. Exhibit leadership for digital citizenship

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| **The following *experiences/activities* are from the NETS•S and are *experiences/activities* students may have with technology and digital resources during PK-Grade 2 (Ages 4-8). Input the numbers corresponding to the standards shown on the first page.** | **List lessons, units, skills, and/or projects that are used with the experiences/activities in the first column.** | **Provide a description of the experiences/activities in the second column and the resources utilized.** |
| Mouse functions (K) | Point and click, click and drag, games **1, 2, 3, 6** | * Computer interaction **Internet access, Abcya.com, Windows OS**
 |
| Shapes (K) | Basics of shapes, colors, use shapes to create an animal **1, 4, 6** | * Create a favorite animal using shapes, further mouse work, **Microsoft word (MW)**
 |
| Font (K,1) | Size, style, color, BIU, effects **1, 2, 6** | * Students change/edit text, **MW, PowerPoint (MPPT)**
 |
| File navigation (K,1) | Navigate folders for intended software **3, 4, 6** | * Students navigate shortcuts, work through multiple folders, find/recognize destination **Windows OS**
 |
| Login username password (K) | Login name and password combinations **1, 5, 6** | * Students learn computer specific name and password, practice logging in, **Windows OS**
 |
| Cut copy paste (K,1) | Right click, understanding difference between copy and paste **1, 6** | * Student highlight text and images creating copies multiple ways **MW, MPPT**
 |
| Typing (K-2) | Homerow typing **1, 2, 6** | * technical typing, sentences, stories, summative assessments, **blogs, MW, MPPT**
 |
| Format (K-1) | Learn basic formatting of pages, colors, port/land **1, 2, 3, 6** | * Altering pages for specific setup, **MW MPPT**
 |
| Picture editing (K-1) | Inserting pictures, changing frames, colors, effects **1, 2, 3, 6** | * Inserting and altering pictures, **MW, MPPT, Internet Access**
 |
| Saving (K-2) | How to save documents and where, driver differences. Saving dogs, PowerPoint Projects **3, 4, 5 6** | * Saving pictures to alternative drives, saving work, **Windows OS, Internet Access, Software programs**
 |
| PowerPoint (K-1) | Intro to slides, design, transition, automation, complete full project **1, 2, 4, 5, 6** | * Students create complex presentations, **MPPT**
 |
| Clip art Google search (1) | Use of internet for targeted search **1, 2 ,3, 5, 6** | * Students search for pictures and information, **Internet Access, Microsoft Software**
 |
| Images (1) | All different ways to search and insert **1, 2 ,3, 5, 6** | * Student learn multiple ways to insert images and where to find them, **Internet Access, Microsoft Software, MW, MPPT**
 |
| Screen shot (1) | Advance of images, what is it, how to insert **1, 2, 3, 4, 5, 6** | * How to take pictures of screen and use for internet safety, **Windows OS**
 |
| Spell/grammar check (1-2) | Use of spelling and grammar, how to change/edit writing **2, 3, 6** | * Basics of grammar and editing, writing sentences **MW, MPPT**
 |
| Intro to publisher (1) | How to line up items, make new presentations **1, 2 ,4, 6** | * Beginnings of new presentation formats, **Microsoft Publisher (MPUB)**
 |
| Intro to OneNote (1) | Camera work, note organization **1, 2, 4, 5, 6** | * Beginning of note taking, blogging, camera use (vlog) **Mic OneNote (MON).**
 |
| Intro. to research (1, 2) | Library resources to find information and place into document, reading **3, 5, 6** | * Use of school resources for research, Google, read for information, **MW, Internet Access, MPPT**
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| Excel (logging keyboard times and errors, simple data (2) | Input simple data from typing test scores into excel, create graph each semester **1, 2, 3** | * Simple tables and numbers, students track typing data, **Internet access, MXLS**
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