

PLAINVILLE PUBLIC SCHOOLS



TECHNOLOGY SCOPE AND SEQUENCE GRADES K-6

The Technology Scope and Sequence was adapted from <http://structuredlearning.net> and was revised to support technology integration across the curriculum in the Plainville school district. This document outlines the required skills for grades K-6 based on ISTE National Standards and the Common Core Standards.

K-6 TECHNOLOGY SCOPE AND SEQUENCE

Aligned with ISTE Standards and CCSS

Review each skill with I/W/M/C under "ISTE" as students accomplish it
(“ISTE” refers to the ISTE Standard addressed by the skill)

IS TE	I-Introduced; W-Working on; M-Mastered; C-Completed											
	*****Achievement Evaluation Key*****											
	I – Students are first introduced to the skills											
	W – Students grasp and apply the key skills required of the standards with support											
	M – Students apply the key skills required of the standards independently for specific tasks.											
	C – Students apply the key skills required of the standards to complete in-depth projects across the curriculum.											
I	Computers and Applications							1				
	Students demonstrate proficiency in the use of computers and applications, as well as an understanding of the concepts underlying hardware, software and connectivity											
	Basic Operations											
		1.1.BO.1 - Know hardware names such as desktops laptops, notebooks, and tablets		W								
		1.1.BO.2 - Know parts of keyboard--keys, numbers, arrows and esc		W								
		1.1.BO.3 - Know escape, period key, shift key, spacebar and tab		W								
		1.1.BO.4 - Understand the difference between power buttons on monitor and computer		W								
		1.1.BO.5 - Know how to use the volume button on computer		W								
	Operating Systems											
		1.1.OS.1 - Know how to Log-on/Log-off and Switch User		W								
		1.1.OS.2 - Know how to Ctr+Alt+Del		I								
		1.1.OS.3 - Know how to Open/Close programs		W								
		1.1.OS.4 - Know the difference between Save and Save As		W								
		1.1.OS.5 - Know how to use basic pointer skills and selection with mouse (i.e. clicking and moving a mouse) and to highlight text in an on-screen environment		W								
		1.1.OS.6 - Know how to use scroll bars to scroll vertically and horizontally within a page		W								
		1.1.OS.7 - Know how to use highlighting tool to highlight text or images, and drag and drop in selected location		W								
		1.1.OS.8 - Understand concepts of taskbar, start button and icons		W								
		1.1.OS.9 - Know how to save to network file folder		W								
		1.1.OS.10 - Know how to find a file (following the file path)		I								
		1.1.OS.11 - Know how to use drop-down menus		I								

Mouse Skills		1						
	<i>1.1.MS.1 - Know how to click, hold, and drag</i>	W						
	<i>1.1.MS.2 - Know how to double click</i>	W						
	<i>1.1.MS.3 - Know how to hover</i>	W						
Word Processing								
	<i>1.1.WP.1 - Know the basics of word processing</i>	W						
	<i>1.1.WP.2 - Know how to use online word processing programs</i>	W						
	<i>1.1.WP.3 - Know how to use classroom principles of grammar, spelling when word processing on computer</i>	W						
	<i>1.1.WP.4 - Know correct spacing after sentences and paragraphs</i>	I						
	<i>1.1.WP.5 - Know how to use grade-appropriate heading on all Word docs</i>	I						
	<i>1.1.WP.6 - Know how to insert pictures</i>	W						
Internet								
	<i>1.1.I.1 - Know elements of a web address (i.e. web browser, url, www, domain name, search engine, links)</i>	I						
	<i>1.1.I.2 - Know how to open a browser and bookmark a webpage or save to Favorites</i>	W						
	<i>1.1.I.3 - Know how to use a website—Home and Back button, links, scroll bars, toggle pages, and search in Favorites</i>	W						
Digital Storytelling								
	<i>1.1.DS.1 - Know how to compose short stories in online tools</i>	W						
	<i>1.1.DS.2 - Know how to collaborate and share stories in an online tool</i>	I						
	<i>1.1.DS.3 - Know how to use select digital tools to collaborate and publish with peers employing a variety of digital environments and media</i>	W						
	<i>1.1.DS.4 - Know how to use drawing software and web-based tools efficiently</i>	W						
	<i>1.1.DS.5 - Know how to insert images/clipart</i>	W						
	<i>1.1.DS.6 - Know how to resize/move/crop/wrap an image/clipart</i>	W						
	<i>1.1.DS.7 - Know how to mix text and pictures to convey unique message</i>	W						
2 Responsible Use of Technology		1						
Demonstrate the responsible use of technology and an understanding of ethics and safety issues in using electronic media at home, in school and in society								
Computers and Society								
	<i>1.2.CS.1 - Understand various forms of copyright rules and guidelines</i>	I						
	<i>1.2.CS.2 - Demonstrate personal responsibility for lifelong learning (i.e. respectfulness)</i>	W						
	<i>1.2.CS.3 - Understand netiquette expected on digital citizens</i>	W						
	<i>1.2.CS.4 - Know when to keep out of others' files and folders unless permitted</i>	W						
Ethics and Society								
	<i>1.2.ES.1 - Follow classroom rules for the responsible use of computers peripheral devices, and resources</i>	W						
	<i>1.2.ES.2 - Explain the importance of giving credit to media creators when using their work in student projects.</i>	W						
	<i>1.2.ES.3 - Explain and follow school rules for safe and ethical Internet use</i>	W						
	<i>1.2.ES.4 - Explain that a password helps protect the privacy of information</i>	W						

3	Communication and Collaboration		1						
Students use digital media and environments to communicate/ work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.									
	1.3.CC.1 - Understand how to communicate information and ideas effectively to multiple audiences using a variety of media and formats		W						
	1.3.CC.2 - Develop cultural understanding and global awareness by engaging with learners of other cultures		W						
	1.3.CC.3 - Know how to compare and contrast documents across varied digital media		W						
	1.3.CC.4 - Know how to use technology to produce and publish writing, and interact/collaborate with others		W						
	1.3.CC.5 - Explore digital tools to produce and publish writing		W						
	1.3.CC.6 - Explore digital tools to collaborate with peers		W						
	1.3.CC.7 - Know how to use multimedia to aid comprehension		W						
	1.3.CC.8 - Know how to ask and answer questions from information presented from various media		W						
	1.3.CC.9 - Know how to include audio recordings and multimedia displays to enhance main ideas		W						
	1.3.CC.10 - Know how to use multimedia to organize ideas, concepts, info to aid comprehension		W						
	1.3.CC.11 - Know how to contribute to project team to produce original work or solve project		I						
4	Research and Information Literacy		1						
Students apply digital tools to gather, evaluate, and use information									
	1.4.RIL.1 - Know how to locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media		I						
5	Critical thinking, Problem solving and Decision making	K	1	2	3	4	5	6	
Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources									
	1.5.CP.1 - Plan and manage activities to develop a solution or complete a project that coordinates with classroom units		I						
	Critical thinking & Problem solving								
	1.5.CP.2 - Understand how to identify, define authentic problems and questions		W						
	1.5.CP.3 - Know why a particular digital tool is suited to a specific need		I						