PLAINVILLE PUBLIC SCHOOLS



TECHNOLOGY SCOPE AND SEQUENCE GRADES K-6

The Technology Scope and Sequence was adapted from <u>http://structuredlearning.net</u> 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 Fe	I-Introduced; W-Working on; M-Mastered; C-Co	omp	lete	d			
	******Achievement Evaluation Key*****	*					
	I – Students are first introduced to the skills						
	W – Students grasp and apply the key skills required of the standards	s wit	h suj	oport			
	M – Students apply the key skills required of the standards independe	ently	for	speci	fic tas	ks.	
	C – Students apply the key skills required of the standards to complet the curriculum.	te in	-dep	th pro	ojects	acros	35
	Computers and Applications	K					
	dents demonstrate proficiency in the use of computers and applications, as w neepts underlying hardware, software and connectivity	ell a	s an i	under	standiı	ng of t	he
Ba	sic Operations						
	K.1.BO.1 - Know hardware names such as desktops laptops, notebooks, and tablets	I					
	K.1.BO.2 - Know parts of keyboardkeys, numbers, arrows and esc	I					
	K.1.BO.3 - Know escape, period key, shift key, spacebar and tab	I					
	<i>K.1.BO.4</i> - Understand the difference between power buttons on monitor and computer	I					
	K.1.BO.5 - Know how to use the volume button on computer	I					
	Operating Systems						
	K.1.OS.1 - Know how to Log-on/Log-off and Switch User	I					
	Know how to Ctr+Alt+Del						
	K.1.OS.2 - Know how to Open/Close programs	I					
	K.1.OS.3 - Know the difference between Save and Save As	I					
	K.1.OS.4 - 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	I					
	K.1.OS.5 - Know how to use scroll bars to scroll vertically and horizontally within a page	I					
	<i>K.1.OS.6</i> - Know how to use highlighting tool to highlight text or images, and drag and drop in selected location	I					
	K.1.OS.7 - Understand concepts of taskbar, start button and icons	Т					
	K.1.OS.8 - Know how to save to network file folder	Т					
	Mouse Skills	Κ					
	K.1.MS.1 - Know how to click, hold, and drag	I					
	K.1.MS.2 - Know how to double click	1					
	K.1.MS.3 - Know how to hover	I					
	Understand the difference between left-click and right-click buttons						

	Word Processing							
	K.1.WP.1 - Know the basics of word processing	Ι						
	K.1.WP.2 - Know how to use online word processing programs	Ι						
	K.1.WP.3 - Know how to use classroom principles of grammar, spelling when word processing on computer	I						
	K.1.WP.4 - Know how to insert pictures	Ι						
	Internet							
	K.1.I.1 - Know how to open a browser and bookmark a webpage or save to Favorites	Т						
	K.1.I.2 - Know how to use a website—Home and Back button, links, scroll bars, toggle pages, and search in Favorites	I				-		
	Digital Storytelling							
	K.1.DS.1 - Know how to compose short stories in online tools	Ι						
	K.1.DS.2 - Know how to use select digital tools to collaborate and publish with peers employing a variety of digital environments and media	I						
	K.1.DS.3 - Know how to use drawing software and web-based tools efficiently	Т						
	K.1.DS.4 - Know how to insert images/clipart	Ι						
	K.1.DS.5 - Know how to resize/move/crop/wrap an image/clipart	Ι						
	K.1.DS.6 - Know how to mix text and pictures to convey unique message	I						
2	Responsible Use of Technology	K						
	nonstrate the responsible use of technology and an understanding of ethics a	nd s	safet	y iss	ues i	n usi	ng	
elec	tronic media at home, in school and in society							L
	Computers and Society	1			1	[
	<i>K.2.CS.1 -</i> Demonstrate personal responsibility for lifelong learning (i.e. respectfulness)	I						
	K.2.CS.2 - Understand netiquette expected on digital citizens	Ι						
	K.2.CS.3 - Know when to keep out of others' files and folders unless permitted	I						
	Ethics and Society							
	<i>K.2.ES.1 -</i> Follow classroom rules for the responsible use of computers peripheral devices, and resources	I						
	<i>K.2.ES.2</i> - Explain the importance of giving credit to media creators when using their work in student projects.	I						
	K.2.ES.3 - Explain and follow school rules for safe and ethical Internet use	Ι						
	K.2.ES.4 - Explain that a password helps protect the privacy of information	1						
3	Communication and Collaboration	K						
	dents use digital media and environments to communicate/ work collaborativ	rely,	incl	uding	j at a	dista	ince,	to
sup	port individual learning and contribute to the learning of others. K.3.CC.1 - Understand how to communicate information and ideas effectively to							
	multiple audiences using a variety of media and formats	I						
	K.3.CC.2 - Develop cultural understanding and global awareness by engaging with learners of other cultures	I						
	K.3.CC.3 - Know how to compare and contrast documents across varied digital media	Ι						
	<i>K.3.CC.4 -</i> Know how to use technology to produce and publish writing, and interact/collaborate with others	I						
	K.3.CC.5 - Explore digital tools to produce and publish writing	Ι						
	K.3.CC.6 - Explore digital tools to collaborate with peers	I						
	K.3.CC.7 - Know how to use multimedia to aid comprehension	Ι						
	K.3.CC.8 - Know how to ask and answer questions from information presented from various media	I						

	K.3.CC.9 - Know how to include audio recordings and multimedia displays to enhance main ideas	I					
	K.3.CC.10 - Know how to use multimedia to organize ideas, concepts, info to aid comprehension	I					
5	Critical thinking, Problem solving and Decision making	ĸ					
•	ontical timiking, i robiem solving and Decision making						
	dents use critical thinking skills to plan and conduct research, manage proj mmed decisions using appropriate digital tools and resources	iects, s	solve	proble	ems, a	and	make
	dents use critical thinking skills to plan and conduct research, manage proj	iects, s	solve	proble	ems, a	and	make