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)

TE	I-Introduced; W-Working on; M-Mastered; C-Completed								
		******Achievement Evaluation Key*****	•						
	1-	- Students are first introduced to the skills							
	W	/ – Students grasp and apply the key skills required of the standards	s wi	th suppo	ort				
	М	- Students apply the key skills required of the standards independ	entl	y for spe	ecific	tasks	S.		
	C – Students apply the key skills required of the standards to complete in-depth projects across the curriculum.								
1	C	omputers and Applications		2					
		nts demonstrate proficiency in the use of computers and applications, as v ncepts underlying hardware, software and connectivity	vell a	as an und	lersta	nding	of		
Ва	sic	Operations							
		2.1.BO.1 - Know hardware names such as desktops laptops, notebooks, and tablets		w					
		2.1.BO.2 - Know parts of keyboardkeys, numbers, arrows and esc		w					
		2.1.BO.3 - Know escape, period key, shift key, spacebar and tab		w					
		2.1.BO.4 - Understand the difference between power buttons on monitor and computer		w					
		2.1.BO.5 - Know how to use the volume button on computer		w					
	0	perating Systems							
		2.1.OS.1 - Know how to Log-on/Log-off and Switch User		w					
		2.1.OS.2 - Know how to Ctr+Alt+Del		w					
		2.1.OS.3 - Know how to Open/Close programs		М					
		2.1.OS.4 - Know the difference between Save and Save As		М					
		2.1.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		М					
		2.1.OS.6 - Know how to use scroll bars to scroll vertically and horizontally within a page		М					
		2.1.OS.7 - Know how to use highlighting tool to highlight text or images, and drag and drop in selected location		М					
		2.1.OS.8 - Understand concepts of taskbar, start button and icons		w					
		2.1.OS.9 - Know how to save to network file folder		w					
		2.1.OS.10 - Know how to find a file (following the file path)		w					
		2.1.OS.11– Know how to use drop-down menus		w					
		2.1.OS.12 - Know how to drag-drop within a document and between folders		I					
		2.1.OS.13 - Know how to access different drives		ı					

Mouse Skills	2	
2.1.MS.1 - Know how to click, hold, and drag	M	
2.1.MS.2 - Know how to double click	М	
2.1.MS.3 - Know how to hover	M	
Keyboarding Skills		
2.1.KS.1 - Practice touch typing; type with hands on their own side of keyboard	1	
Word Processing		
2.1.WP.1 - Know the basics of word processing	w	
2.1.WP.2 - Know how to use online word processing programs	w	
2.1.WP.3 - Know how to use classroom principles of grammar, spelling when word processing on computer	w	
2.1.WP.4 - Know basic page layoutheading, title, body and footer	I	
2.1.WP.5 - Know how to format a document (i.e. font size, bold, italic, underline, bullet, number)	ı	
2.1.WP.6 - Know how word-wrap works	I	
2.1.WP.7 - Know how to highlight a word, sentence and line	I	
2.1.WP.8 - Know how to select and de-select	I	
2.1.WP.9 - Know how to double space	I	
2.1.WP.10 - Know how to add a bullet list	I	
2.1.WP.11 - Know correct spacing after sentences and paragraphs	W	
2.1.WP.12 - Know how to use grade-appropriate heading on all Word docs	W	
2.1.WP.13 - Know how to use the thesaurus	I	
2.1.WP.14 - Know how to insert header and footer	I	
2.1.WP.15 - Know how to insert a border	I	
2.1.WP.16 - Know how to insert a table	I	
2.1.WP.17 - Know how to use background/text to alter background and text color when needed	ı	
2.1.WP.18 - Know to put cursor in specific location, ie, for graphic	I	
2.1.WP.19 - Know how to insert pictures	W	
2.1.WP.20 - Know how to use online video and audio players to access multimedia content	1	
Desktop Publishing		
2.1.DP.1 - Know when to use Publisher to share information(i.e. create a flyer, newsletter, cards)	ı	
2.1.DP.2 - Know how to plan a publication	ı	
2.1.DP.3 - Know how to insert a picture, blank page, text box, footer, border	I	
2.1.DP.4 - Know how to work with font and color schemes	I	
Presentations	2	
2.1.P.1 - Know when to use PowerPoint	1	
2.1.P.2 - Understand how to deliver a professional presentation	1	
2.1.P.3 - Know how to add/rearrange slides and auto-advance	1	
2.1.P.4- Know how to add a variety of backgrounds, animations/movies, effects and transitions	1	
2.1.P.5- Know how to insert and resize pictures from file, internet, clip-art and position on slide	ı	

Spreadsheets				
2.1.S.1- Know how to add rows & columns, header & footer, and use basic			\neg	
formatting of data				
2.1.S.2 - Know how to add text, graphics, data, color		I		
2.1.S.3 - Know how to use shade/fill color and apply border to the cells		I		
2.1.S.4 - Know how to label x and y axis on graphs		I		
2.1.S.5 - Know how to name a chart		I		
2.1.S.6 - Know how to recolor tabs; rename worksheets		I		
2.1.S.7 - Know how to sort data alphabetically		I		
Internet				
2.1.I.1 - Know elements of a web address (i.e. web browser, url, www, domain name, search engine, links)		w		\top
2.1.I.1 - Know how to open a browser and bookmark a webpage or save to Favorites		w		
2.1.1.1 - Know how to use a website—Home and Back button, links, scroll bars, toggle pages, and search in Favorites		w		
Digital Storytelling				
2.1.DS.1 - Know how to compose short stories in online tools		М		
2.1.DS.2 - Know how to collaborate and share stories in an online tool		W		
2.1.DS.3 - Know how to use select digital tools to collaborate and publish with peers employing a variety of digital environments and media		М		
2.1.DS.4 - Know how to use drawing software and web-based tools efficiently		М		
2.1.DS.5 - Know how to insert images/clipart		W		
2.1.DS.6 - Know how to import/upload a file		ı		
2.1.DS.7 - Know how to resize/move/crop/wrap an image/clipart		w		
2.1.DS.8 - Know how to mix text and pictures to convey unique message		W		
Responsible Use of Technology		2		
nonstrate the responsible use of technology and an understanding of ethics	and s	safety is	sues i	n
ng electronic media at home, in school and in society				
Computers and Society				
2.2.CS.1 - Know how to use safe, responsible and ethical behaviors on the internet.		ı		
2.2.CS.2 - Understand various forms of copyright rules and guidelines		W		
2.2.CS.3 - Demonstrate personal responsibility for lifelong learning (i.e. respectfulness)		М		
2.2.CS.4 - Understand netiquette expected on digital citizens		М		
2.2.CS.5 - Know when to keep out of others' files and folders unless permitted		М		
Ethics and Society				
2.2.ES.1 - Follow classroom rules for the responsible use of computers peripheral devices, and resources		w		
2.2.ES.2 - Explain the importance of giving credit to media creators when using their work in student projects.		w		
2.2.ES.3 - Explain and follow school rules for safe and ethical Internet use		W		-
2.2.ES.4 - Explain that a password helps protect the privacy of information		W		
Communication and Collaboration		2		
idents use digital media and environments to communicate/ work collaborat	volv	includir	n at a	dietan

	now how to interact, collaborate, and publish with peers, experts, or lying a variety of digital environments and media	1		
2.3.CC.2 - U	nderstand how to communicate information and ideas effectively to ences using a variety of media and formats	М		
2.3.CC.3 - D	evelop cultural understanding and global awareness by engaging with	w		
learners of o				
2.3.CC.4 - K	now how to compare and contrast documents across varied digital	w		
	now how to use technology to produce and publish writing, and	10/		
interact/colla	borate with others	W		
2.3.CC.6 - E	xplore digital tools to produce and publish writing	W		
2.3.CC.7 - E	xplore digital tools to collaborate with peers	W		
2.3.CC.8 - K	now how to use multimedia to aid comprehension	W		
various med		w		
enhance ma		w		
comprehens		w		
digital media		1		
2.3.CC.13 - solve project	Know how to contribute to project team to produce original work or	w		
Research a	nd Information Literacy	2		
Students apply dig	ital tools to gather, evaluate, and use information			
	now how to locate, organize, analyze, evaluate, synthesize, and information from a variety of sources and media	w		
	valuate and select information sources and digital tools based on task	1		
- 	Inderstand how to read search results before clicking link			
+ +	now how to copy-paste from internet for a project with correct citation			
1 1	now how to gather relevant information from multiple digital sources			
	ssess credibility of digital sources used for research	<u> </u>	+ +	
	ntegrate and evaluate information from diverse media	<u> </u>		
- 		1	+	
	now how to use age-appropriate digital media to express information now how to draw on information from multiple digital sources,	I	 	
	ing the ability to locate an answer or solve a problem and integrate it into	I		
research				
	Know how to gather information from digital sources, summarize in rovide sources	1		
_	king, Problem solving and Decision making	2		
	al thinking skills to plan and conduct research, manage projec		oblems	. and
nake informed de	cisions using appropriate digital tools and resources			
Publisher an	now when to use appropriate programs: Word Processing, Excel, d PowerPoint	ı		
	an and manage activities to develop a solution or complete a project tes with classroom units	w		
2.5.CP.3 - K	now how to use web-based calculators, data analysis tools and rulers	I		
2.5.CP.4 - U	nderstand how to identify, define authentic problems and questions	W		
	now why a particular digital tool is suited to a specific need	W		