

# Elementary Technology Computer Skills – First Grade

<b>Standard 1.0 – Mechanics</b> Students will understand the basic operations and concepts of technology	With Help	NO Help
<ul style="list-style-type: none"> <li>• Demonstrate the ability to perform a variety of tasks:</li> </ul>		
<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>✓ Turn a computer/device on and off</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>✓ Open and close a program/application from an icon</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>✓ Operate scroll bars and scroll arrows</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>✓ Successfully perform simple navigation on the internet</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>✓ Minimize and Maximize windows</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li>• Identify major hardware components – computer, keyboard, monitor, mouse, touchpad, and printer</li> </ul>		
<ul style="list-style-type: none"> <li>• Mouse skills – click, double-click, and drag.</li> </ul>		
<ul style="list-style-type: none"> <li>• Use a touchscreen</li> </ul>		
<ul style="list-style-type: none"> <li>• Navigate a program/application by using either menus or icons.</li> </ul>		
<ul style="list-style-type: none"> <li>• Identify input/output devices</li> </ul>		
<ul style="list-style-type: none"> <li>• Use the keyboard to type letters, numbers and simple sentences</li> </ul>		
<ul style="list-style-type: none"> <li>• Basic keyboarding – locates and operates the following keyboard keys:</li> </ul>		
<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>✓ Space bar</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>✓ Enter/Return</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>✓ Backspace</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>✓ Delete</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>✓ Shift</li> </ul> </li> </ul>		
<b>Standard 2.0 – Digital Citizenship</b> Students will understand the importance of social, ethical, and human issues associated with technology.	With Help	NO Help
<ul style="list-style-type: none"> <li>• How to be responsible online with technology systems and software</li> </ul>		
<ul style="list-style-type: none"> <li>• Know and follow the school rules for using computers</li> </ul>		
<ul style="list-style-type: none"> <li>• Demonstrate respect for the rights and privacy of others when using computers</li> </ul>		
<ul style="list-style-type: none"> <li>• Identify the computer as a machine that helps people at school, work, and play</li> </ul>		
<ul style="list-style-type: none"> <li>• Practice internet safety procedures involving sharing personal information and passwords</li> </ul>		
<ul style="list-style-type: none"> <li>• Identify and discuss appropriate and safe online behaviors and cyber bullying</li> </ul>		
<ul style="list-style-type: none"> <li>• Discuss ownership of computer related work</li> </ul>		
<ul style="list-style-type: none"> <li>• Recognize that technology can be used to assist learning</li> </ul>		
<ul style="list-style-type: none"> <li>• Recognize “pop-up” windows happen and how to close them</li> </ul>		
<ul style="list-style-type: none"> <li>• Discuss, practice and obey copyright laws and adhere to software licensing</li> </ul>		
<ul style="list-style-type: none"> <li>• Demonstrate safe and respectful use of computers to include:</li> </ul>		
<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>✓ Privacy</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>✓ Passwords</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>✓ Netiquette</li> </ul> </li> </ul>		
<ul style="list-style-type: none"> <li> <ul style="list-style-type: none"> <li>✓ Internet Safety</li> </ul> </li> </ul>		
<b>Standard 3.0 – Projects and Creativity</b> Students will use technology productivity and communication tools to enhance learning, increase productivity, and promote creativity	With Help	NO Help
<ul style="list-style-type: none"> <li>• Use electronic devices as a writing tool.</li> </ul>		
<ul style="list-style-type: none"> <li>• Create text and graphics.</li> </ul>		
<ul style="list-style-type: none"> <li>• Navigate a program/application by using either menus or icons.</li> </ul>		

• Identify and explain the function of the icons used in various programs		
• Use technology to share information.		
• Recognize that different programs/applications are designed for specific purposes		
• Explore different types of media (text, audio, images, video, etc.)		
• Use text, paint and/or drawing tools.		
• Capture digital images.		
<b>Standard 4.0 – Research and Problem Solving</b> Students will select and use appropriate technology research, problem-solving and decision making tools	<b>With Help</b>	<b>NO Help</b>
• Select an application based on appropriateness to the task		
• Select appropriate electronic reference materials, including encyclopedias, thesauruses, dictionaries, maps, and atlases.		
• Navigate to a web site using a teacher prepared list of bookmarks, favorites, or web clips		
• Use data to make informed decisions		
• Navigate the internet with a web browser		
• Use search engines and selection of resources on Internet		
• Recognize that technology can be used to solve problems and make informed decisions		
• Use the computer and technology resources to practice learning skills such as computer puzzles, matching games, and logical thinking programs		
• I can select an appropriate application or material to complete a task.		
• I can get to a website from Bookmarks or Links.		
• I can use data to make good decisions.		
• I can use them computer/device to practice skills using games, applications, puzzles or programs.		