

QUEST ACADEMY CHARTER SCHOOL

First Grade Technology Learning Standards

1. Basic Operations and Concepts

Objectives:

- 1.1 Students will successfully identify the parts of a computer and laptop. This includes the monitor, keyboard, mouse and peripherals such as the printer.
- 1.2 Students will learn their network ID and successfully log-in and log-out of computers. This includes successfully logging into both Mac and PC environments.
- 1.3 Students will effectively use both the left and right mouse buttons and learn the scroll feature of a mouse.
- 1.4 Students will learn to open, use and close a program.
- 1.5 Students will learn to properly shut-down and restart both a Mac and a PC.

2. Social, Ethical, and Human Issues

Objectives:

- 2.1 Students will review the Cybersmart and Netsmartz Internet Safety Curriculum for their age level.
- 2.2 Students will show responsible use of technology.
- 2.3 Students will follow all computer lab rules and procedures.

3. Technology Productivity Tools

Objectives:

- 3.1 Students will use Kidpix 3D or a similar drawing program to create a digital picture and include a narrative story to go with it.
 - a. Students will learn how to save their file.
- 3.2 Students will understand what a Uniform Resource Locator (URL) is and where it is located (not required to type in).
- 3.3 Students will open up a Link to go to a specific URL.
- 3.4 Students will use a Smartboard.
 - a. Students will learn how to use the Smartboard tools.
- 3.5 Students will use Photobooth to take a photo and create a recording.
- 3.6 Students will edit a photo in iPhoto.
- 3.7 Students will use Google Earth to navigate various communities in our area.

4. Technology Communication Tools

Objectives:

- 4.1 Students will learn what e-mail is and how it compares to traditional mail.
- 4.2 Students will access their Class Blog, navigate through it and leave comments on posts.

5. Technology Research Tools

Objectives:

- 5.1 Students will use e-books to research age appropriate CORE topics.
 - a. Using programs such as Trueflix, Bookflix and Raz-Kids.

6. Technology Problem-Solving and Decision-Making Tools

Objectives:

- 6.1 Teacher will model how to use a Search Engine and what it is for.