

# 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 logout 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 shutdown and restart both a Mac and a PC.

### 2. Social, Ethical, and Human Issues

#### Objectives:

- 2.1 Students will review the Digital Citizenship and Netsmartz Curriculum including Internet Safety, Privacy and Security, Relationships and Communications online, Information Literacy and Creative Credit and Copyright lessons 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.
- 3.8 Students will learn how to use an iPad or tablet.
  - a. Including using specific apps related to class use.
  - b. Students will create a digital story using an app such as Puppet Pals HD, Toontastic, Draw n Tell ect.

### 4. Technology Communication Tools

#### Objectives:

- 4.1 Students will learn what email is and how it compares to traditional mail.
- 4.2 Students will access their Class Blog, navigate through it and leave comments on posts.
- 4.3 Students will collaborate and work as teams in STEM disciplines.
  - a. Students are engaged and give and receive constructive feedback to peers.

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b. Students use appropriate technology as available for collaborative work, communication, research and data collection in projects throughout the year.

### 5. Technology Research Tools

#### Objectives:

5.1 Students will use e-books to research age appropriate CORE topics.

- a. Using programs such as Voices 3C, Bookflix and Raz-Kids.

### 6. Technology Problem-Solving, Engineering and Decision-Making Tools

#### Objectives:

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

6.2 Students will better understand Current Events and Issues in real-world scenarios in STEM disciplines.

6.3 Students will use the Engineering Design Process in STEM disciplines.

6.4 Students will participate in Student-Centered activities.

- a. Students will create products that exemplify the DOK levels.
- b. Students will analyze and solve problems, create unique solutions, support conclusion with evidence and explain their reasoning on a 1<sup>st</sup> grade level in STEM disciplines. (example: STEM journals).

6.5 Students will learn how to code and program.

- a. Students will do Made with Code.