

# QUEST ACADEMY CHARTER SCHOOL

## Second Grade Technology Learning Standards

### 1. Basic Operations and Concepts

#### Objectives:

- 1.1 Students will learn the difference between storing data on a local machine and storing data on the network and will be able to save to both areas with limited assistance.
- 1.2 Students will increase their recognition of the desktop and various toolbars on Mac and PC Platform.
- 1.3 Students will become familiar with the ribbon and the toolbars on Microsoft and iWorks programs (Word, Pages, Powerpoint, Keynote).
- 1.4 Students will save digital work to our Thin Client System, and or a Cloud Based program such as Dropbox.

### 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, Cyberbullying and Digital Drama, Self-Image and Identity, 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 digital illustrations.
  - a. Students will save and import their digital illustration into a secondary program.
- 3.2 Students will use Kidpix 3D or a similar drawing program to create a digital story that has 2 or more slides.
  - a. Students will add transitions and voice narration.
  - b. Students will save their story.
- 3.3 Students will enter a Uniform Resource Locator (URL) in the address bar of a web browser and navigate age appropriate websites.
- 3.4 Students will use Photobooth to take a picture and create a video.
- 3.5 Students will edit photographs using iPhoto.
- 3.6 Students will use iPhoto to create a movie.
  - a. Students will add a title, transitions and sync a song to their movie.
- 3.7 Students will use Google Earth to navigate various locations in our community, the states, our nation and the 7 continents and 4 oceans.
  - a. Teacher will use Google Earth to identify common symbols and physical features of a community.
- 3.8 Students will learn how to use an iPad or tablet.
  - a. Including specific apps related to curriculum.
  - b. Students will create a digital story (Suggestions: Puppet Pals, Toontastic, Draw n Tell, etc.)
  - c. Students will use the app Educreations to record a math problem and share with classmates.
- 3.9 Students will use a Word Processor to input basic information which may include their name, poem or other writing material.
  - a. Students will save their document.
  - B. Students will learn to copy and paste.

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C. Students will identify the difference between **bold**, *italic*, and underline and are able to use font styles in a word processing document.

### 4. Technology Communication Tools

#### Objectives:

- 4.1 Students will access their Class Blog, navigate through it and leave comments on posts.
- 4.2 Students will create a slide presentation using Powerpoint, Keynote, and or Google Slides and present the slides to the class.
  - a. Students will add headers, transitions and images to their slideshow.
- 4.3 Students will learn the correct keyboarding technique.
  - b. Students will learn how to sit up straight and place feet for balance.
  - c. Students will use the correct fingering while keying the introduced keys
  - d. Students will demonstrate the correct key reaches for all alphabet letters.
  - e. Students will curve fingers over the home keys.
  - f. Students will memorize the keys on a keyboard. (provide assessment with blank keyboard)
  - g. Students will learn the correct keyboarding technique.
- 4.4 Students will collaborate and work as teams in STEM disciplines.
  - a. Students are engaged and give and receive constructive feedback to peers.
  - b. Students use appropriate technology as available for collaborative work, communication, research and data collection in projects throughout the year.
- 4.5 Students will access their Seesaw digital portfolio account or a similar e-portfolio type app and learn how to leave comments and like the posts their peers .

### 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, Trueflix, Bookflix and Raz-Kids.
- 5.2 Students will navigate specific age appropriate websites and use online research materials that are available from their teacher on the Class Blog.
- 5.3 Students will learn how to save an image off of an age appropriate website provided from the teacher.
  - a. Students will learn how to import the image into an iWorks , Microsoft or Google Education program.
- 5.4 Students will use our technology to research for Problem Solving Learning Projects in STEM Curriculum.
- 5.5 Students will participate in Skype for Education program as a class to communicate with students around the world. (virtual fieldtrips, skyping, epals, author studies and more)

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

#### Objectives:

- 6.1 Students will learn what the difference between fact-based websites and advertisements.
- 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.

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- 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 2<sup>nd</sup> grade level in STEM disciplines. (example: STEM journals)
- 6.5 Students will learn how to code and program.
- a. Students will complete Course 1 in code.org