

1st Grade Technology Standards

NOTE: Throughout this document, learning targets are identified by type as Knowledge ("K"), Reasoning ("R"), Skill ("S"), or Product ("P").

1st Grade Technology Standard 1: A student must use digital tools and resources for problem solving and decision making.

Benchmark 1: The student can identify and investigate a problem and generate possible solutions.

Learning Targets (Type) 1.1:

- a. I can generate a list of key words or phrases related to my problem. (K)
- b. I can generate solutions by discussing data collected to answer a question. (R)

Benchmark 2: The student can collect data and information using digital tools.

Learning Targets (Type) 1.2:

- a. I can use teacher selected sources to gather information (websites, search engines, digital cameras, etc.). (S)
- b. I can give an example of data. (K)
- c. I can explore information and online sources. (S)

Benchmark 3: The student can organize collected data and information using a variety of tools.

Learning Targets (Type) 1.3:

- a. I can sort information by topic using digital tools. (S)
- b. I can describe visual patterns when looking at digital graphs and charts. (S)

Benchmark 4: The student can identify the accuracy, diversity, and point of view, including Montana American Indians, of digital information.

Learning Targets (Type) 1.4:

- a. I can tell what the difference is between a fact, an untruth, and an opinion. (S, R)

Benchmark 5: The student can share information ethically and note sources.

Learning Targets (Type) 1.5:

- a. I can recognize that the work of others needs to be cited. (K)

1st Grade Technology Standard 2: A student must collaborate and communicate globally in a digital environment.

Benchmark 1: The student can identify and explore online collaboration and communication tools.

Learning Targets (Type) 2.1:

- a. I can communicate with others as a whole class using digital tools. (S)
- b. I can collaborate with my class or small group to research a topic using digital tools. (S)

Benchmark 2: The student can identify and explore safe, legal, and responsible use of digital collaboration and communication tools.

Learning Targets (Type) 2.2:

- a. I can demonstrate safe behavior when using digital environments and tools. (S)
- b. I can identify when it is appropriate to use a personal digital device. (K)
- c. I can define cyber-bullying. (K)
- d. I can demonstrate understanding of our District Acceptable Use Policy. (K)
- e. I can tell why it may be dangerous to visit certain Internet sites. (K)

f. I can demonstrate appropriate behavior with technology. (S)

Benchmark 3: The student can communicate the results of research and learning with others using digital tools.

Learning Targets (Type) 2.3:

a. I can explain my thinking using digital tools (interactive whiteboard, document camera). (K)

Benchmark 4: The student can explore how technology has expanded the learning environment beyond the traditional classroom.

Learning Targets (Type) 2.4:

a. I can explain how students and families use technology to make their lives better. (K)

1st Grade Technology Standard 3: A student must apply digital tools and skills with creativity and innovation to express his/herself, construct knowledge, and develop products and processes.

Benchmark 1: The student can use digital tools for personal expression.

Learning Targets (Type) 3.1:

a. I can create a project using digital creativity tools (Kidpix, Interwrite board drawing, Tux Paint, etc.) (P)

Benchmark 2: The student can use various digital media to share information and tell stories.

Learning Targets (Type) 3.2:

a. I can collaborate to create a multimedia project to show what we are learning. (S)

Benchmark 3: The student can use technology to discover connections between facts.

Learning Targets (Type) 3.3:

a. I can investigate facts using technology with teacher assistance. (S)

Benchmark 4: The student can understand ownership of digital media.

Learning Targets (Type) 3.4:

a. I can identify myself and others as digital authors. (K)

Benchmark 5: The student can use digital tools and skills to construct new personal understandings.

Learning Targets (Type) 3.5:

a. I can explore the use of digital tools. (K)

1st Grade Technology Standard 4: A student must possess a functional understanding of technology concepts and operations.

Benchmark 1: The student can show skills needed to use communication, information, and processing technologies.

Learning Targets (Type) 4.1:

a. I can click on icons, buttons, and menus to produce a desired outcome. (S)

b. I can demonstrate developmentally appropriate keyboarding skills. (S)

c. I can locate and use basic parts of digital devices (desktop, laptop, digital cameras, other digital devices, etc.). (S)

d. I can follow lab and classroom rules related to responsible use of digital equipment. (S)

Benchmark 2: The student can use appropriate terminology when communicating about current technology.

Learning Targets (Type) 4.2:

- a. I can define basic technology terms (computer, monitor, keyboard, headphones, speaker, mouse, printer, cursor, icon, projector, acceptable use, etc.). (K)
- b. I can define basic technology process terms (print, exit, close, open, click, drag, scroll, etc.) (K)

Benchmark 3: The student can transfer current knowledge to learning of new technology skills.

Learning Targets (Type) 4.3:

- a. I can apply prior knowledge when learning different digital tools. (S)