2nd Grade Technology Standards

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

2nd 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 identify meaningful topics to research. *(K)*
b. I can list keywords and synonyms for a search I have chosen. *(K)*
c. 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 select an appropriate online source for research. *(K)*
b. I can explain the difference between a primary and secondary source. *(K)*

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, using digital tools, into major topics, sub-topics and ideas. *(R, P)*
b. I can analyze patterns in data to identify trends. *(K ,R)*

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)*

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

Learning Targets *(Type)* 1.5:

a. I can tell why it is important to say what work is mine and what work belongs to others. *(K)*

2nd 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 or small group 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 to communicate. *(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 describe ways to stay safe on the Internet. *(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 show 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 different types of technologies used in current and past cultures. *(K)*

2<u>nd</u> 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 independently create a project using digital creativity tools (Kidpix, Interwrite board drawing, Tux Paint, Flip Camera, Digital Camera, 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 work in a small group to create a digital story. *(S)*
b. I can explore digital tools to create a multimedia project (audio recorder, digital camera, video camera, presentation software or web-based application, etc.). *(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)*
b. I can organize facts using technology with assistance.*(R)*

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 demonstrate the use of digital tools. *(K)*
b. I can explain how digital tools are used in school and home. *(K)*

2<u>nd</u> 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, save, login, log-off, menu bar, save, 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)*