

# 2<sup>nd</sup> Grade Technology Standards

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

## **2<sup>nd</sup> 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)

## **2<sup>nd</sup> 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<sup>nd</sup> 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<sup>nd</sup> 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)