Kindergarten Technology Standards

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

<u>Kindergarten Technology Standard 1</u>: 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 list keywords from a question asked or a topic given by my teacher. *(K)*

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, etc.). *(S)*
b.   I can help my teacher collect data with a digital tool. *(S)*

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

Learning Targets *(Type)* **1.3:**

a.   I can sort information into groups using digital tools. *(S)*
b.   I can observe 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 is real and what is make-believe. *(S)*
b.   I can explore other cultures using digital tools. *(S)*

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

Learning Targets *(Type)* **1.5:**

NOT ADDRESSED AT THIS GRADE LEVEL.

<u>Kindergarten Technology Standard 2</u>: 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 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 personal digital devices. *(K)*
c. I can demonstrate understanding of our District Acceptable Use Policy. *(K)*
d. I can tell why it may be dangerous to visit certain Internet sites. *(K)*
e. I can tell why there are rules for using technology at home and at school. *(K)*

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 identify examples of technology used in daily life. *(K)*

Kindergarten 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, interactive white 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 digital story with my class. *(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 label my digital work with my name. *(K)*

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

Learning Targets *(Type)* **3.5:**

a. I can identify digital tools. *(K)*

Kindergarten 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 identify basic technology terms (computer, monitor, keyboard, headphones, speaker, mouse, printer, cursor, icon, projector, acceptable use, etc.). *(K)*
b. I can identify 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)*