The Carey School Standards for Technology Education
2007-2008

Standards for Technology Education are aligned with the: **NETS•S** (National Educational Technology Standards for Students)

NETS•S # 1: BASIC OPERATIONS AND CONCEPTS

• Students demonstrate a sound understanding of the nature and operation of technology systems.

Student proficiency Levels:
(B) = Beginning
(D) = Developing
(S) = Secure

Pre-Kindergarten:
Students will be able to:
- N/A

Kindergarten:
Students will be able to:
- Save files to and retrieve files from their Documents folder **(B)**
- Navigate the school network to access resources in the Kid Pix Idea Machine folder **(B)**

1st Grade:
Students will be able to:
- Save files to and retrieve files from their Documents folder **(D)**
- Navigate the school network to access website links in the Students folder **(D)**

2nd Grade:
Students will be able to:
- Save files to and retrieve files from their Documents folder **(D)**
- Navigate the school network to access website links in the Students folder **(D)**
- Create files and folders to organize their work on the school network **(B)**
- Navigate the school network to save, retrieve, and delete files **(D)**
- Color and nest folders **(B)**
- Clean up desktops of cluttered files **(B)**

3rd Grade:
Students will be able to:
- Save files to and retrieve files from their Documents folder **(D)**
- Navigate the school network to access website links in the Students folder **(D)**
- Create files and folders to organize their work on the school network **(D)**
- Navigate the school network to save, retrieve, and delete files **(D)**
- Color and nest folders **(D)**
- Clean up desktops of cluttered files **(D)**

	4th and 5th Grade: Students will be able to: • Save files to and retrieve files from their Documents folder **(S)** • Navigate the school network to access website links in the Students folder **(S)** • Create files and folders to organize their work on the school network **(S)** • Navigate the school network to save, retrieve, and delete files **(S)** • Color and next folders **(S)** • Clean up desktops of cluttered files **(S)**
• **Students are proficient in the use of technology.**	**Pre-Kindergarten:** Students will be able to: • Input devices (mouse & keyboard) **(B)** • Output devices (monitor) **(B)** • Use passwords, login & logout of their user accounts **(B)** • Use keyboard short-cut commands to save and quit **(B)** • Launch applications from the Dock **(S)**
	Kindergarten: Students will be able to: • Input devices (mouse & keyboard) **(D)** • Output devices (monitor & printer) **(D)** • Use passwords, login & logout of their user accounts **(S)** • Use keyboard short-cut commands to save, quit, copy, paste, logout, etc **(B)** • Launch applications from the Dock **(S)**
	1st Grade: Students will be able to: • Input devices (mouse & keyboard) **(D)** • Output devices (monitor & printer) **(D)** • Use passwords, login & logout of their user accounts **(S)** • Use keyboard short-cut commands to save, quit, copy, paste, logout, etc **(D)** • Add & remove toolbars, etc **(B)** • Launch applications from the Dock **(S)**

	2nd Grade: Students will be able to: • Input devices (mouse & keyboard) **(D)** • Output devices (monitor & printer) **(D)** • Use passwords, login & logout of their user accounts **(S)** • Start computers, turn-off computers **(D)** • Use keyboard short-cut commands to save, quit, copy, paste, select-all, logout, etc **(D)** • Force-Quit applications that crash **(B)** • Add & remove toolbars, etc **(D)** • Launch applications from the Dock **(S)**
	3rd Grade: Students will be able to: • Input devices (mouse & keyboard) **(S)** • Output devices (monitor & printer) **(S)** • Use passwords, login & logout of their user accounts **(S)** • Start computers, turn-off computers **(S)** • Use keyboard short-cut commands to save, quit, copy, paste, select-all, logout, etc **(S)** • Force-Quit applications that crash **(D)** • Add & remove toolbars, etc **(D)** • Launch applications from the Dock **(S)**
	4th and 5th Grade: Students will be able to: • Input devices (mouse & keyboard) **(S)** • Output devices (monitor & printer) **(S)** • Use passwords, login & logout of their user accounts **(S)** • Start computers, turn-off computers, use passwords, login & logout of their user accounts **(S)** • Use keyboard short-cut commands to save, quit, copy, paste, select-all, logout, etc. **(S)** • Force-Quit applications that crash **(S)** • Add & remove toolbars, etc **(S)** • Launch applications from the Dock **(S)**
NETS•S #2: SOCIAL, ETHICAL, AND HUMAN ISSUES	
• **Students understand the ethical, cultural, and societal issues related to technology.**	**Pre-Kindergarten and Kindergarten:** Students will be able to: • N/A
	1st Grade: Students will be able to: • Understand appropriate access and use of

	the Internet **(B)** • Understand rules of safety while using games and media on the Internet **(B)** • Report negative or dangerous email and web abuse to parents or teachers **(B)**
	2nd Grade: Students will be able to: • Understand appropriate access and use of the Internet **(D)** • Understand email (at home) and website "Netiquette," and best practice" rules of safety while using these systems **(B)** • Report negative or dangerous email and web abuse to parents or teachers **(D)**
	3rd and 4th Grade: Students will be able to: • Understand appropriate access and use of the Internet **(D)** • Understand email (at home) and website "Netiquette," and best practice" rules of safety while using these systems **(D)** • Report negative or dangerous email and web abuse to parents or teachers **(D)**
	5th Grade: Students will be able to: • Understand appropriate access and use of the Internet **(S)** • Understand email (at home) and website "Netiquette," and best practice" rules of safety while using these systems **(S)** • Report negative or dangerous email and web abuse to parents or teachers **(S)**
• **Students practice responsible use of technology systems, information, and software.**	**Pre-Kindergarten:** Students will be able to: • Follow Computer Lab rules **(B)** • Use only their own personal User Account, respect other User Accounts and not access them **(B)**
	Kindergarten: Students will be able to: • Follow Computer Lab rules **(D)** • Use only their own personal User Account, respect other User Accounts and not access them **(S)**
	1st Grade: Students will be able to: • Follow Computer Lab rules **(D)**

	• Use only their own personal User Account, respect other User Accounts and not access them **(S)** • Consider health and safety issues associated with computer use (posture, frequent stretching, eye strain, distance from the screen, etc) **(B)**
	2nd, 3rd, and 4th Grade: Students will be able to: • Follow Computer Lab rules **(S)** • Use only their own personal User Account, respect other User Accounts and not access them **(S)** • Consider health and safety issues associated with computer use (posture, frequent stretching, eye strain, distance from the screen, etc) **(D)**
	5th Grade: Students will be able to: • Follow Computer Lab rules **(S)** • Use only their own personal User Account, respect other User Accounts and not access them **(S)** • Consider health and safety issues associated with computer use (posture, frequent stretching, eye strain, distance from the screen, etc) **(S)**
• **Students develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, and productivity.**	**Pre-Kindergarten:** Students will be able to: • Communicate about technology using developmentally appropriate & accurate terminology (i.e., mouse, keyboard, sound, volume, login, logout, etc) **(B)** • Work independently **(B)** • Use developmentally appropriate multimedia resources (educational software – Putt-Putt & others) **(B)** • Create developmentally appropriate media products with support from teacher (simple Kid Pix pictures) **(B)**
	Kindergarten: Students will be able to: • Communicate about technology using developmentally appropriate & accurate terminology (i.e., mouse, keyboard, sound, volume, login, logout, etc) **(D)**

	• Work independently **(D)** • Use developmentally appropriate multimedia resources (educational software – Putt-Putt, Kid Pix, Millie's Math House, etc.) **(D)** • Create developmentally appropriate media products with support from teacher (simple Kid Pix pictures) **(D)** • Work cooperatively and collaboratively with peers when using technology in the Computer Lab (i.e. how to solve Putt-Putt problems, use Kid Pix tools, etc) **(B)**
	1st Grade: Students will be able to: • Communicate about technology using developmentally appropriate & accurate terminology (i.e., mouse, keyboard, sound, volume, login, logout, etc) **(D)** • Work independently **(S)** • Use developmentally appropriate multimedia resources (educational software – Kid Pix and do basic MS Word tasks, etc.) **(D)** • Create developmentally appropriate media products with support from teacher (Kid Pix pictures, simple MS Word docs) **(D)** • Work cooperatively and collaboratively with peers when using technology in the Computer Lab (i.e. how to use Kid Pix tools, Type To Learn, Jr., etc) **(D)**
	2nd Grade: Students will be able to: • Communicate about technology using developmentally appropriate & accurate terminology (i.e., mouse, keyboard, sound, volume, login, logout, etc) **(D)** • Work independently **(S)** • Use developmentally appropriate multimedia resources (educational software – Kid Pix, do basic MS Word and PowerPoint) **(D)** • Create developmentally appropriate media products with support from teacher (Kid Pix pictures, simple MS Word & PowerPoint docs, etc) **(D)** • Work cooperatively and collaboratively

	with peers when using technology in the Computer Lab (i.e. how to use Kid Pix tools, Type To Learn, Jr., MS PowerPoint, etc) **(D)**
	3rd Grade: Students will be able to: • Communicate about technology using developmentally appropriate & accurate terminology (i.e., mouse, keyboard, sound, volume, login, logout, etc) **(S)** • Work independently **(S)** • Use developmentally appropriate multimedia resources (educational software –MS Word, PowerPoint, Excel, etc) **(D)** • Create developmentally appropriate media products with support from teacher (basic MS Word, PowerPoint, Excel docs, etc) **(D)** • Work cooperatively and collaboratively with peers when using technology in the Computer Lab (i.e. share ideas to solve MS PowerPoint Country Report tasks, etc.) **(D)**
	4th Grade: Students will be able to: • Communicate about technology using developmentally appropriate & accurate terminology (i.e., mouse, keyboard, sound, volume, login, logout, etc) **(S)** • Work independently **(S)** • Use developmentally appropriate multimedia resources (educational software –MS Word, PowerPoint, Excel, etc) **(D)** • Create developmentally appropriate media products with support from teacher (basic MS Word, PowerPoint, Excel docs, UltraKey keyboarding software,etc) **(D)** • Work cooperatively and collaboratively with peers when using technology in the Computer Lab (i.e. share ideas to solve MS PowerPoint Country Report tasks, HTML Web pages, etc.) **(D)**
	5th Grade: Students will be able to: • Communicate about technology using developmentally appropriate & accurate

	terminology (i.e., mouse, keyboard, sound, volume, login, logout, etc) **(S)** • Work independently **(S)** • Use developmentally appropriate multimedia resources (educational software –MS Word, PowerPoint, Excel, etc) **(S)** • Create developmentally appropriate media products with support from teacher (basic MS Word, PowerPoint, Excel docs, UltraKey keyboarding software,etc) **(S)** • Work cooperatively and collaboratively with peers when using technology in the Computer Lab (i.e. share ideas to solve MS PowerPoint Balloon Journey tasks, HTML Web sties, etc.) **(S)**
NETS•S #3: TECHNOLOGY PRODUCTIVITY TOOLS	
• **Students use productivity tools to enhance learning, increase productivity, promote creativity, and collaborate in constructing technology-enhanced models, preparing publications, and producing other creative works.**	**Pre-Kindergarten:** Students will be able to: • Use Kid Pix software to create simple hand-drawn pictures with text (i.e. use the text tool, drawing tools, etc). **(B)** • Use Putt-Putt, Sammy's Science House, and other similar software programs geared for primary technology skill building (clicking, dragging, selecting, problem solving, following directions etc) **(B)**
	Kindergarten: Students will be able to: • Use Kid Pix software to create hand-drawn pictures and add images from the software's library, and be able to add text to pictures. Assignments are geared to support homeroom themes (Food Pyramid, Words That Begin with "A", etc.) (i.e. use the text tools, drawing tools, paint bucket, rubber stamp tool, etc). **(D)** • Use Putt-Putt, Sammy's Science House, and other similar software programs geared for primary technology skill building (clicking, dragging, selecting, problem solving, following directions etc) **(D)**
	1st Grade: Students will be able to: • Become familiar with MS Word as a tool

	for creating text and image products, and how to use various toolbars, palettes, etc. to create formatted documents and poems (AutoShapes Picture & Text, Counting Shapes) (i.e., toolbars, formatting palette, font styles, sizes, colors, WordArt, AutoShapes). **(B)** • Become familiar with MS PowerPoint as a tool for presenting information (images and text). (Simon say's games, WordArt Animations, etc) (i.e., create new slides, add WordArt, and how to animate these objects). **(B)** • Use Type To Learn, Jr. software to develop beginning level typing skills (i.e., alphabet keys, numbers, shift keys). **(B)** • Use Kid Pix software to create slide shows and pictures with text to support classroom studies, holiday themes, and other creative activities (Bear facts, Dinosaur Facts, Silent "e", Name Box) (i.e. use the text tools, drawing tools, paint bucket, rubber stamp tool, backgrounds, cutting and pasting, etc). **(D)**
	2nd Grade: Students will be able to: • Use MS PowerPoint to create a basic multimedia presentation related to a Social Studies unit, etc (US Presidents, US States, Favorite Animals, Eight Facts About Me, etc) (i.e., create new slides, add text, images, WordArt, borders, numbered and bulleted lists, landscape view, copy & pasting, etc). **(D)** • Use MS Word to create formatted documents and poems (Winter Poem, My Room, Haiku, GSF Day Questions, Building A Snowman, etc) (i.e., indents, formatting palette, font styles, sizes, colors, WordArt, AutoShapes). **(D)** • MS Excel to make simple bar graphs for topics related to favorite foods, rainfall, etc. **(B)** • Use Type To Learn, Jr. software to develop beginning level typing skills (i.e., alphabet keys, numbers, shift keys, and home row finger position). **(D)** • Use Kid Pix software to create pictures

	with text to support classroom studies, holiday themes, math practice, and other creative activities (Addition – Coins & Bills, Graphs, Mazes, poems, Mother's Day Cards, etc) (i.e. use the text tools, drawing tools, paint bucket, backgrounds, cutting and pasting, etc). **(D)**
	3rd Grade: Students will be able to: • Use MS PowerPoint to create a basic multimedia presentation related to: a Social Studies country report (i.e., create new slides, add text, sound, links, images, animated elements, and pie and bar graphs exported from MS Excel). **(D)** • Use MS Excel to create a well-formatted multiplication table; pie and bar graphs to support a short Social Studies country report (i.e., formatting cells, columns, rows, fonts, WordArt, simple formulas, data tables; and the Chart Wizard to create and label graphs). **(D)** • Use Ultrakey typing software to improve keyboarding skills (i.e., home-row, numbers, shift keys, and all alphabet keys associated with proper touch-typing). **(D)** • Use Kid Pix software to create pictures with text to support classroom studies, holiday themes, and other creative activities (Discobolos, Limerick, Tall Tales illustrations) (i.e. use the text tools, drawing tools, paint bucket, backgrounds, etc). **(S)** • Use Adobe Image Ready software to create animated gif images (i.e, image imports, layers, filters, linear progression, saving, web use). **(B)** • Use Adobe Photoshop software to create edit digital images (i.e, image imports, layers, filters, resizing, saving, printing). **(B)** • Use Indesign desktop publishing software to create a Social Studies newsletter related to the Gold Rush (place text boxes, import photos, format columns, etc.) **(B)** • Use Inspiration software for a Language Arts assignment (concept-map task - writing steps) (i.e., diagram & outline

	view, symbol and tool palette, lines, fonts, formatting). **(B)** • Use MediaBlender software to create multimedia presentations (Invention project) (i.e., tool palette, slides, graphis, animation, buttons, sounds, links, etc). **(B)**
	4th Grade: Students will be able to: • Use MS PowerPoint to create a multimedia presentations related to: a Social Studies country report; a Language Arts Homonym and Limerick activity; a Gold Rush Wanted Poster; a Math geometric shape animation, etc (i.e., create new slides, add text, sound, links, images, animated elements, and pie and bar graphs exported from MS Excel). **(D)** • Use MS Word to create formatted outlines to guide CA Mission Project research and structure reports (i.e., indented outlines, style guides, formatting palette, margins, font sizes, headings, spell-check, etc). **(D)** • Use MS Excel to create pie, bar, and line graphs to support a Social Studies country report (i.e., formatting cells, columns, rows, simple formulas, data tables; and the Chart Wizard to create and label graphs). **(D)** • Use Ultrakey typing software / Typing Pal Online Web-based typing account to improve keyboarding skills (i.e., home-row, numbers, shift keys, and all alphabet keys associated with proper touch-typing). **(D)** • Use Kid Pix software to create pictures with text to support classroom studies, holiday themes, and other creative activities (Invention illustrations, etc) (i.e. use the text tools, drawing tools, paint bucket, backgrounds, etc). **(S)** • Use Adobe Image Ready software to create animated gif images (i.e, image imports, layers, filters, animation window, linear progression, saving, Web use). **(D)** • Use Adobe InDesign desktop publishing software to create a Social Studies newsletter related to the Gold Rush (place text boxes, import photos, format columns,

	etc.) **(D)** • Use a basic HTML editor (Taco HTML Edit) to create stand-alone Web pages (webpage creation, text, images, links, navigation, frames, Java Scripts, etc). **(B)**
	5th Grade: Students will be able to: • Use MS PowerPoint to create a multimedia presentation related to a Social Studies unit (i.e., create new slides, add text, sound, links, and images). **(S)** • Use Adobe InDesign desktop publishing software to create a tri-fold brochure related to various classroom topics (place text boxes, import photos, format columns, etc.) **(D)** • Use a basic HTML editor (Taco HTML Edit) to create a cohesive, well-designed website (webpage creation, text, images, links, navigation, frames, etc). **(D)** • Use iMovie software to create a 30 second commercial related to a classroom assignment (utilizing digital images, digital video clips, voice narrations, music, titles, transitions, and credits). **(B)** • Use MS Word to type and format classroom reports, assignments, and timed essay responses. **(D)** • Use Stagecast Creator software to create and program a computer-based game (project-based learning environment that promotes: following directions, problem solving, logic, programming if – then actions, etc) **(B)** • Use MS Excel to create pie, bar, and line graphs to support Science Fair project data presentations, and for classroom graphing projects (i.e., understanding cells, columns, rows, simple formulas, making data tables, and using the Chart Wizard to make and label graphs). **(S)** • Use Kid Pix software to create pictures with text to support classroom studies, holiday themes, and other creative activities (i.e. use the text tools, drawing tools, paint bucket, backgrounds, etc). **(S)** • Use Ultrakey typing software / Typing Pal

	Online Web-based typing account to improve keyboarding skills (i.e., home-row, numbers, shift keys, and all alphabet keys associated with proper touch-typing). **(S)**
NETS•S #4: TECHNOLOGY COMMUNICATION TOOLS	
• **Students use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences.**	**Pre-Kindergarten through 5th Grade:** Students will be able to: a. N/A
• **Students use a variety of media and formats to communicate information and ideas effectively to multiple audiences.**	**Pre-Kindergarten:** Students will be able to: a. N/A
	Kindergarten: Students will be able to: • Utilize a variety of multimedia features with Kid Pix (i.e. students use black & white text, colored text, and digital images). **(B)**
	1st Grade: Students will be able to: • Utilize a variety of multimedia features with Kid Pix, MS Word and PowerPoint (i.e. students use black & white text, colored text, and digital photos). **(D)**
	2nd, 3rd and 4th Grade: Students will be able to: • Utilize a variety of multimedia features with MS Word, PowerPoint, Excel (i.e. students use black & white text, colored text, audio files, digital photos, and links to resources on the Internet). **(D)**
	5th Grade: Students will be able to: • Utilize a variety of multimedia features with MS Word, PowerPoint, Excel (i.e. students use black & white text, colored text, audio files, digital photos, and links to resources on the Internet). **(S)**

NETS•S #5: TECHNOLOGY RESEARCH TOOLS

- **Students use technology to locate, evaluate, and collect information from a variety of sources.**

Pre-Kindergarten and Kindergarten:
Students will be able to:
- N/A

1st Grade:
Students will be able to:
- Use a Web browser (Safari, Firefox) to access the WWW to engage in interactive math-based online games (TVO Kids, etc), and to view information on various classroom topics (Penguins, Dinosaurs, etc.) **(B)**

2nd Grade:
Students will be able to:
- Use a Web browser (Safari, Firefox) to access the WWW to collect information (images, text, facts) to use in MS PowerPoint and Word projects (US Presidents, US States, Favorite Animals, etc). They will also engage in interactive math-based online games (TVO Kids, etc). **(D)**

3rd Grade:
Students will be able to:
- Use a Web browser (Safari, Firefox) to access the WWW to collect information for such projects as the Country Report. **(D)**
- Use Google Earth to collect geographical and satellite data and images for their Country Report project. **(B)**

4th Grade:
Students will be able to:
- Use a Web browser (Safari, Firefox) to access the WWW to collect information for such projects as the Country Report, CA Missions Project, etc. **(D)**
- Use Google Earth to collect geographical and satellite data and images for their CA Missions and Country Report projects. **(D)**

5th Grade:
Students will be able to:
- Use a Web browser (Safari, Firefox) to access the WWW to collect information

	for such projects as the Balloon Journey. **(S)** • Use Google Earth to collect geographical and satellite data and images for their Balloon Journey project. **(S)**
• **Students use technology tools to process data and report results.**	**Pre-Kindergarten, Kindergarten and 1st Grade:** Students will be able to: • N/A
	2nd Grade: Students will be able to: • Use Excel to process basic data and produce simple bar graphs (i.e., rainfall, birthdays, favorite foods, etc) **(B)**
	3rd and 4th Grade: Students will be able to: • Use MS Excel to graph research data for Country Reports (i.e., setup data tables, use the Chart Wizard, make pie, bar, and line graphs, and title and label them, import to other software programs and media). **(D)**
	5th Grade: Students will be able to: • Use MS Excel to graph data for their Science Fair projects (i.e., setup data tables, use the Chart Wizard, make pie, bar, and line graphs, and title and label them). **(S)**
• **Students evaluate and select new information resources and technological innovations based on the appropriateness to specific tasks.**	**Pre-Kindergarten through 5th Grade:** Students will be able to: a. N/A
NETS•S #6: TECHNOLOGY PROBLEM-SOLVING AND DECISION-MAKING TOOLS	
• **Students use technology resources for solving problems and making informed decisions.**	**Pre-Kindergarten through 1st Grade:** Students will be able to: • Use Putt-Putt, Sammy's Science House, etc, to solve problems and find solutions to the software games, puzzles, etc.
	2nd Grade: Students will be able to:

	• Use Ice Cream Truck software (a math-oriented problem solving game that models profit / loss, product marketing, sales markup, marketing analysis, expense tracking, and real world scenarios). **(D)** • Use Kid Pix to cut and paste coin and dollar images to solve math money problems. **(D)**
	3rd and 4th Grade: Students will be able to: • Use Ice Cream Truck software (a math-oriented problem solving game that models profit / loss, product marketing, sales markup, marketing analysis, expense tracking, and real world scenarios). **(D)**
	5th Grade: Students will be able to: • Use Ice Cream Truck software (a math-oriented problem solving game that models profit / loss, product marketing, sales markup, marketing analysis, expense tracking, and real world scenarios). **(S)**
• **Students employ technology in the development of strategies for solving problems in the real world.**	**Pre-Kindergarten through 5th Grade:** Students will be able to: a. N/A