

**TECHNOLOGY SKILLS SCOPE AND SEQUENCE
GRADES K-2**

1/5/07

GRADE	STRAND	STANDARD	BENCHMARKS	ISTE, AASL	MN CONTENT STANDARDS	RESOURCES
K-2	TECHNOLOGY SKILLS	Students will select and use appropriate technology for educational and personal goals.	<ol style="list-style-type: none"> 1. Students identify hardware components such as mouse, keyboard, monitor, headphones, and printer. 2. Students use the space bar and letter/number, enter/return, arrow keys, Esc, delete and shift keys on the keyboard. 3. Students use right/left hand positioning on the keyboard and maintain correct posture at the keyboard. 4. Students use the mouse to pull down menus, click, double-click, and click-drag in order to select text, options or launch and exit programs. 5. Students understand the difference between selecting text and graphics. 6. Students understand software related icons and symbols such as the hour glass/clock icon, cursor, scroll bar, window, desktop and task bar. 7. Students change font style and size. 8. Students open, name, save and print documents. 9. Students insert and resize graphics and text at an insertion point. 10. Students use graphics tools, including pencil, fill, eraser, line, shapes, fill patterns, paint brush and spray can. 11. Students understand how to log in to a network, site, or program with a username and password. 	ISTE Pre-K Profile: 1,2,3,8		KidPix KidWork Deluxe www.tvokids.com

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GRADE	STRAND	STANDARD	BENCHMARKS	ISTE, AASL	MN CONTENT STANDARDS	RESOURCES
			12. Students start, stop and record on audio equipment or computer sound recording software. 13. Students know how to use headphones and/or microphones.			