

## Monsignor Clarke Technology Curriculum Map

Students build upon technology skills each school year beginning in kindergarten. An education in technology is an important component of a curriculum for the development of 21st century skills. The benefits of collaboration, problem solving, critical thinking, and creativity found in a technology education program are necessary to prepare students to succeed in school and society. As a Catholic community students must also recognize and exhibit social, legal, ethical and moral behaviors when using information and technology.

	K-1	2-3	4-5	6-8
<p><b>TECHNOLOGY SKILLS</b></p> <p><b>Introduced and reinforced throughout the year.</b></p>	<ul style="list-style-type: none"> <li>• discuss proper computer and computer room etiquette</li> <li>• introduce / use correct vocabulary when identifying part of the computer</li> <li>• locate space bar, enter, and backspace keys</li> <li>• identify and locate home keys</li> <li>• locate computer icons</li> <li>• input grade-appropriate text</li> <li>• access teacher-directed websites</li> <li>• independently use interactive Internet activities</li> <li>• print a document or online activity</li> </ul>	<ul style="list-style-type: none"> <li>• exhibit proper computer and computer room etiquette</li> <li>• practice proper log-on procedures</li> <li>• use technology vocabulary</li> <li>• use letter keys, space bar, shift key, number keys, enter, delete, and backspace to input text and data</li> <li>• type text using correct spacing</li> <li>• use font style, font size, alignment and color to format text</li> <li>• demonstrate launching, switching, and closing programs               <ul style="list-style-type: none"> <li>• find and open files</li> </ul> </li> <li>• save to the network drive</li> <li>• access specific teacher-directed files and websites</li> <li>• practice simple searches using a child-friendly search engine</li> <li>• understand basic Internet terminology               <ul style="list-style-type: none"> <li>• practice cyber safety and ethics when using the Internet</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• follow proper start up, log-on, and reboot procedures</li> <li>• use proper computer and computer room etiquette</li> <li>• use computer icons on the desktop to navigate files and programs               <ul style="list-style-type: none"> <li>• save to the network drive</li> </ul> </li> <li>• demonstrate familiarity with keyboarding skills</li> <li>• practice using the touch-typing technique</li> <li>• identify and use punctuation in assignments</li> <li>• highlight, insert and delete text</li> <li>• indent paragraphs</li> <li>• type and format paragraphs</li> <li>• insert, resize and text wrap graphics</li> <li>• practice searches using a child-friendly search engine</li> <li>• use Internet terminology</li> <li>• practice cyber safety and ethics when using the Internet</li> <li>• demonstrate the proper use of netiquette online</li> </ul>	<ul style="list-style-type: none"> <li>• perform various computer skills, including but not limited to:               <ul style="list-style-type: none"> <li>- formatting, copying, and deleting files</li> <li>- creating, renaming, and manipulating the desktop, icons, toolbars, menus, folders, and files</li> <li>- using files, folders, and network resources to store or retrieve data</li> </ul> </li> <li>• practice safe Internet usage</li> <li>• use appropriate language and politically-correct terminology when using the Internet</li> <li>• recognize and exhibit social, legal, and ethical behaviors when using information and technology</li> <li>• choose appropriate technology information resources to support research and solve real-world problems</li> <li>• demonstrate proper keyboarding techniques</li> <li>• evaluate the accuracy and relevance of information from the Internet and databases</li> <li>• review i-SAFE practices And model appropriate online behaviors related to cyber safety, cyber bullying, cyber security, and cyber ethics</li> <li>• follow copyright laws and cite sources when using information.</li> </ul>
<b>RESOURCES</b>	Computer Lab, Smartboard, BYOD, Teacher Directed Websites, Google Docs, Hour of Code, Scratch, Stock Market Game, Storybird, Prezi, Keyboarding instruction and practice			
<b>ASSESSMENTS</b>	Teacher observations, classroom activities, projects, Interdisciplinary projects			