

# Standards-Based Learning

## Power Standards

# Technology

1<sup>st</sup> Grade

### Integration

#### *Innovate*

GLE 1.1.1     *Generate ideas and create original works for personal and group expression using a variety of digital tools*

#### *Skills Guidelines*

- Introduce:
  - 3.3 Capitalization
  - 3.4 Toolbar/ribbons
- Expand:
  - 3.1 Undo command
  - 3.2 Drawing tools

#### *Examples*

- Brainstorm ideas for a project using software as a class
- Illustrate and communicate original ideas and stories on various topics using digital tools

#### *Collaborate*

GLE 1.2.1     *Communicate and collaborate to learn with others*

#### *Skills Guidelines*

- Expand:
  - 6.1 Access text, sound, video, and existing products. Examine a variety of multimedia creations

#### *Examples*

- Choose digital pictures with a partner to incorporate into a classroom project
- Draw pictures of animals and post to classroom webpage to share with others

#### *Investigate*

GLE 1.3.2     *Locate and organize information from a variety of sources and media*

#### *Skills Guidelines*

- Introduce:
  - 5.4 Use research process
- Expand:
  - 5.1 Use various reference resources appropriate to grade level
  - 5.2 Use library system and online resources

#### *Examples*

- Gather information about animals as a class using websites, videos, CDs and other digital media
- Use a digital organizer as a class

### Digital Citizenship

#### *Practice Safety*

GLE 2.1.1     *Practice ethical and respectful behavior*

#### *Skills Guidelines*

- Introduce:
  - 1.8 Proper care of work station equipment

#### *Examples*

- Discuss danger in using personal name, address, phone number or picture online

- 1.14 Log in, log out network server
- Expand:
  - 5.3 Conserve limited resources: paper, bandwidth, time etc

*Operate Systems*

GLE 2.2.1 | *Develop skills to use technology effectively*

*Skills Guidelines*

*Examples*

- Expand:
  - 1.1 Use grade appropriate terminology
  - 1.2 Mouse: click, double click, click and drag
  - 1.3 On, off, sleep, shut down computer
  - 1.5 Identification of computer hardware, basic components
  - 1.6 Save/print to designated location
  - 1.7 Select, cut, copy, paste
  - 2.1 Healthy, safe keyboarding posture
  - 2.2 Location of letters, numbers, and space-bar

- Use left and right hand side of keyboard, thumb on spacebar, and little finger on enter key
- Demonstrate correct posture while using keyboard
- Demonstrate ability to save and retrieve a file to and from a specified folder with assistance

*Select and Use Applications*

GLE 2.3.1 | *Select and use common applications*

*Skills Guidelines*

*Examples*

- Expand:
  - 1.4 Launch, quit applications
  - 1.9 Open, close, resize, multiple windows
  - 1.10 Menu systems, pull-down menus

- Open and close applications
- Use clipart to illustrate a story

*Adapt to Change*

N/A | 6<sup>th</sup> Grade Only