Technology

2nd 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	*Examples*

• Introduce:
  – 6.2 Select and use special visual effects such as slide transitions
• Expand:
  – 3.1 Undo command
  – 3.2 Drawing tools
  – 3.3 Capitalization
  – 3.4 Toolbar/ribbons
	• Create a class graph or survey about student interests.
	• Record the lifecycle of a butterfly using an online graphic organizer with digital images.
	• Organize ideas and produce digital projects with assistance.

Collaborate	

GLE 1.2.1	*Communicate and collaborate to learn with others*
Skills Guidelines	*Examples*
• Expand: – 6.1 Access text, sound, video, and existing products. Examine a variety of multimedia creations	• Share information from the author's website as part of a book report. • Create a multimedia project to share learning about a particular animal. • Participate in online projects • Work with others using technology tools to convey ideas or illustrate simple concepts.

Investigate	

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

• Expand:
  – 5.1 Use various reference resources appropriate to grade level
  – 5.2 Use library system and online resources
  – 5.4 Use research process
	• Gather and begin to understand the need to cite information from websites.
	• Choose relevant websites from a collection online resources selected by the teacher.
	• Use a digital template with a partner to organize information.

	• Gather information using teacher-selected digital resources • Organize information using a table digital template or online tool with assistance

Digital Citizenship

Practice Safety

GLE 2.1.2	*Practice ethical and respectful behavior*
Skills Guidelines	*Examples*
• Introduce: – 1.14 Log in, log out network server • Expand: – 1.8 Proper care of work station equipment – 5.3 Conserve limited resources: paper, bandwidth, time etc	• Use classroom technologies carefully and correctly. • Identify the differences between correct and incorrect use of classroom technologies. • Comply with District Acceptable Use Policy (AUP) • Demonstrate respect for the digital work of others. • Demonstrate respect for opinions of others posted online.

Operate Systems

GLE 2.2.1	*Develop skills to use technology effectively*
Skills Guidelines	*Examples*
• Introduce: – 2.3 Using two hands and proper keyboard positioning – 2.4 Home row, fingering patterns – 2.5 Special keys: shift, options/alt, function keys – 2.7 Keyboarding technique proficiency • Expand: – 1.1 Use grade appropriate terminology – 2.1 Healthy, safe keyboarding posture – 2.2 Location of letters, numbers, and space-bar	• Demonstrate correct home row on the keyboard. • Use district program or age appropriate keyboarding programs. • Demonstrate ability to save and retrieve a file to and from a specified folder. • Use correct vocabulary to describe digital technologies. • Meet keyboarding proficiency standards for grade level. • Open, save, and print files.

• Master:
   − 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	

Select and Use Applications	

GLE 2.3.1	*Select and use common applications*

Skills Guidelines	*Examples*

• Introduce:
   − 3.5 Access and launch a Word processing program
• Expand:
   − 1.9 Open, close, resize, multiple windows
   − 1.10 Menu systems, pull-down menus
• Master:
   − 1.4 Launch, quit applications
	• Open and close applications and print documents.
	• Create a digital image to illustrate a story.
	• Use classroom software to reinforce skills in reading and mathematics.
	• Use basic navigation skills that increase in complexity across grade levels.
	• Communicate learning in reading and writing with beginning level features of a word processing or publishing program.

Adapt to Change	

N/A	6th Grade Only

Skills Guidelines	*Examples*