Essentials of Learning

Instructional Technology Integration into the Curriculum by Grade Level for Grades K-6

K	• Students are introduced to the basic parts of a computer and learn to use the mouse and keyboard. • Exposure to subject related multimedia software. *(eg. Starfall, United Streaming, SmartBoard)* • Uses software for study, practice and individualized instruction. *(eg. Millie's Math House, Bailey's Book House, Sammy's Science House, Trudy's Time & Place)* • Uses drawing software to communicate language, math, social studies or science concepts. *(eg. KidPix Studio)*
1	• Students understand the basic parts of a computer and learn standard keyboard functions. • Visually represents or investigates concepts through concept mapping and/or graphing software. *(eg. Graph Club, Kidspiration)* • Exposure to subject related multimedia software. *(eg. BrainPop, United Streaming, SmartBoard)* • Uses software for study, practice and individualized instruction. *(eg. Millie's Math House, Bailey's Book House, Sammy's Science House, Trudy's Time & Place)* • Uses drawing software to communicate language, math, social studies or science concepts. *(eg. KidPix Studio)*
2	• Students understand the basic parts of a computer, standard keyboard functions and commands and navigate through menu options. • Logs into network with unique user name and password. Saves files to the network. • Visually represents or investigates concepts through concept mapping and/or graphing software. (*eg.,Kidspiration, Graph Club*) • Uses writing software to write, edit and publish. *(eg. KidPix. Word, StoryBook Weaver)* • Uses drawing software to communicate language, math, social studies or science concepts. *(eg. KidPix Studio)* • Multimedia software demonstrations accompany subject related curriculum. *(BrainPop, United Streaming, SmartBoard)* • Exposed to digital tools and peripheral devices to enhance learning *(eg. digital cameras, SmartBoards, printers, microphones or scanners).* • Uses software for study, practice and individualized instruction. *(Millie's Math House, Sammy's Science House, Trudy's Time and Place)*
3	• Introduction and practice of proper, two-handed keyboarding skills. *(Type to Learn, 10 lesson minimum)* • Students launch Internet Explorer and can access a web site to locate required information through hyperlinks and buttons. • Uses digital tools and peripheral devices to enhance learning *(eg. digital cameras, printers, SmartBoard, microphones or scanners)* • Visually represents or investigates concepts through concept mapping and/or graphing software. (eg., *Kidspiration, Graph Club*) • Multimedia software accompanies subject related curriculum. *(eg. BrainPop, United Streaming)* • Uses word processing as a tool to write, edit and publish sentences, paragraphs and

	genre specific stories including inserting graphics. *(eg. Word, Storybook Weaver, PhotoStory)* • Uses software for study, practice and individualized instruction and remediation. *(eg., Study Island, NCTM Illuminations, textbook publisher software)* • Independently uses one to one computing (computer lab, COWS)
4	• Review and practice of proper, two-handed keyboarding skills. *(Type to Learn)* • Visually represents or investigates concepts through concept mapping and/or graphing software; creates charts and graphs. (*eg. Kidspiration, Excel, SmartNotebook, Graph Club*) • Uses software and Internet for study, practice and individualized instruction and remediation. *(eg. Study Island, NCTM Illuminations, NeoScience, educational web sites)* • Produces a multi-media or slide show presentation as a final product. *(eg. PowerPoint, SmartNotebook, MovieMaker)* • Uses word processing as a tool to write, edit and publish sentences, paragraphs and stories including spell check, thesaurus use and picture import features *(eg. Word, Storybook Weaver)* • Uses digital tools and peripheral devices to enhance learning *(eg. digital cameras, printers, SmartBoard, microphones or scanners)* • Multimedia software accompanies subject related curriculum. *(eg. BrainPop, Zoombinees, United Streaming, SmartNotebook)* • Independently uses one to one computing (computer lab, COWS) • Applies proper online research and Internet safety skills using multiple electronic resources, as learned in the Information Center. (see Information Center Essentials)
5	• Review and practice of proper, two-handed keyboarding skills. *(eg. Type to Learn)* • Uses software and internet for study, practice and individualized instruction and remediation. *(eg. Study Island, NCTM Illuminations, textbook publisher software, educational web sites)* • Produces a multi-media or slide show presentation as a final product. *(eg. PowerPoint, SmartNotebook, MovieMaker, Audacity)* • Creates charts and graphs in Excel. • Use word processing as a tool to write, edit and publish sentences, paragraphs and stories including inserting graphics, use of spell/grammar check. *(eg. Word, Storybook Weaver)* • Independently uses one to one computing (computer lab, COWS) • Uses digital tools and peripheral devices, including Proscope probes, to enhance learning *(eg. digital cameras, printers, SmartBoard, microphones or scanners)* • Applies proper online research and Internet safety skills using multiple electronic resources, as learned in the Information Center. (see Information Center Essentials)

6	• Review and practice of proper, two-handed keyboarding skills. *(eg. Type to Learn)* • Uses software and internet for study, practice and individualized instruction and remediation. *(eg. Study Island, NCTM Illuminations, textbook publisher software, educational web sites)* • Uses digital tools and peripheral devices including Proscope probes, to enhance learning *(eg. digital cameras, printers, SmartBoard, microphones or scanners)* • Creates a project (e.g., presentation, web page, newsletter, information brochure) using a variety of media and formats (e.g., graphs, charts, audio, graphics, photos, video) to present content information to an audience. • Uses word processing as a tool to write, edit and publish research reports, biographies, and genre-related stories including inserting graphics. *(eg. Word, Storybook Weaver)* • Independently uses one to one computing (computer lab, COWS) • Understands basic formulas in Excel. (eg. *average, sum, count, min, max)* • Applies proper online research and Internet safety skills using multiple electronic resources, as learned in the Information Center. (see Information Center Essentials)