

Computer/Technology Skills - Grade 1

Focus Areas

- Respecting computer work of others
- Using technology at home and school
- Gathering, organizing, and displaying data
- Using word processing
- Exploring multimedia
- Responsible care of resources
- Observing online resources

Strands: 1= Societal/Ethical Issues; 2 = Database; 3 = Spreadsheet; 4= Keyboard Utilization/Word Processing/Desk Top Publishing; 5 = Multimedia/Presentation; 6 = Telecommunications/Internet

COMPETENCY GOAL 1: The learner will understand important issues of a technology-based society and will exhibit ethical behavior in the use of computer and other technologies.

Objectives:

- 1.01 Identify, discuss, and represent visually uses of technology (e.g., computers, cell phones, digital cameras) at school and home. 1
- 1.02 Identify and discuss physical components of a computing device (e.g., CPU, monitor, keyboard, disk drive, printer, mouse). 1
- 1.03 Recognize and discuss safe and responsible use and care of technology resources ((AUP/IUP). 1
- 1.04 Discuss ownership of computer-created work. 1
- 1.05 Identify graphing as a tool for organizing information. 3
- 1.06 Identify and discuss graphing software terms/concepts (e.g., graph, patterns, display). 3
- 1.07 Recognize the rights of ownership of computer-created work of others. 4
- 1.08 Recognize the characteristics of multimedia (e.g., text, audio, images, video). 5
- 1.09 Identify and discuss multimedia terms/concepts (e.g., slide/card, link/button, text box, navigate, transition) as a class/group activity. 5
- 1.10 Recognize and discuss responsible use of multimedia resources. 5
- 1.11 Recognize, discuss, and cite various types of resources as a class. 5
- 1.12 Identify and discuss terms/concepts (e.g., bookmarks/favorites, information). 6
- 1.13 Identify and discuss ownership of creative work online of individuals/groups/companies and the importance of citing sources as a class. 6

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COMPETENCY GOAL 2: The learner will demonstrate knowledge and skills in the use of computer and other technologies.

Objectives:

- 2.01 Use common computing devices and resources in class activities. 1
- 2.02 Observe, discuss, and use software to enter, calculate, display data, and interpret results as a class/group. 3
- 2.03 Identify, discuss, and use word processing as a tool to enter numbers, words, and phrases. 4
- 2.04 Identify and use basic word processing terms (e.g., file, open, close, menu bar, save, print). 4
- 2.05 Locate and use letters, numbers, and special keys (e.g., arrow keys, space bar, insert Enter/Return, Backspace, Delete) on the keyboard. 4
- 2.06 Identify, discuss, and use menu/tool bar functions in word processing applications. 4
- 2.07 Use multimedia software to illustrate words/phrases/concepts. 5
- 2.08 Explore Internet resources and information using teacher-created bookmarks/favorites and discuss the variety and types of information found as a class activity. 6
- 2.09 Use teacher-selected Internet resources/information to identify, discuss, and chart elements that make an online resource useful, appropriate, and safe as a class. 6

