

Computer/Technology Skills - Kindergarten

Focus Areas

- Parts of the computer and how to operate
- Keyboard familiarity
- Grouping and sequencing
- Respect for the work of others
- Responsible care of resources
- Exploring multimedia
- 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 the computer as a machine that helps people work and play. 1
- 1.02 Identify, discuss, and use common hardware terms/concepts (e.g., CPU, monitor, keyboard, mouse). 1
- 1.03 Identify and discuss correct and responsible use and care of computers and resources (AUP/IUP). 1
- 1.04 Demonstrate respect for the work of others. 1
- 1.05 Identify and discuss common features and functions of computer software (e.g., file, open, save, retrieve, draw). 1
- 1.06 Identify graphing as a tool for organizing information as a class. 3
- 1.07 Identify and discuss terms/concepts such as collect, organize, and classify. 3
- 1.08 Identify basic word processing terms (e.g., file, menu bar, cursor, open, save, print). 4
- 1.09 Identify and discuss characteristics of multimedia (e.g., text, sound, images, color) as a class. 5
- 1.10 Identify and discuss multimedia terms/concepts beginning, middle, and end by arranging pictures in linear/sequential order as class/group. 5
- 1.11 Recognize and discuss responsible use of multimedia resources and why it is important as a class. 5
- 1.12 Discuss ownership of created works as a class/group. 5
- 1.13 Identify and discuss the Internet as a source of information at school and home. 6
- 1.14 Identify and discuss terms/concepts (online, digital information, Internet, links). 6

Computer/Technology Skills - Kindergarten

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

Objectives:

- 2.01 Use manipulatives and graphing software to organize and display data as a class. 3
- 2.02 Identify, discuss, and use word processing as a tool to enter letters, numbers and words. 4
- 2.03 Identify, locate and use special keys (e.g., arrow keys, space bar, Shift, Enter/Return, Backspace, Delete), letters, and numbers on the keyboard. 4
- 2.04 Use multimedia software to identify and practice letters, numbers, shapes, and colors as a class/group. 5
- 2.05 Use teacher-selected Internet resources/information to explore, identify, and discuss responsible use as a class activity. 6
- 2.06 Use teacher-selected Internet resources/information to discuss ownership of creative works of individuals/groups/companies as a class activity. 6

