

Date Completed	Kindergarten Technology Curriculum Guide - 2016		
	1 - NOVICE LEARNER - Students will demonstrate basic operational competencies, concepts, and program usage.		
	BASIC OPERATIONS		
	1-1	Uses the mouse or similar pointing devices	I
	1-2	Uses the SAVE command	I
	1-3	Uses proper technique to power up and down a system	I
	1-4	Understands the purpose and use of menus, tool bars, and scroll bars	I
	1-5	Recognizes and interprets basic icons	I
	1-6	Understands the structure of a window (e.g. title bar, resizing, moving, etc.)	I
	1-7	Can enter, edit, and delete text	I
	1-8	Uses shift key for capital letters	I
	1-9	Demonstrates proper keyboarding techniques (posture, eye positioning, hand placement, feet)	I
	1-10	Understands and uses proper technology terminology (e.g. launch, quit, close, desktop, menu bar)	I
	1-11	Identifies and names parts of computer and peripherals	I
	1-12	Understands printing options	I
	1-13	Understands the function of a network	I

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	WEB BROWSER		
	1-34	Knows how to access a web browser	I
	1-35	Uses/creates browser favorites/bookmarks	I
	1-36	Knows and uses components of a web browser page (e.g. tabs, arrows, home button)	I
	2 - DIGITAL CITIZEN- Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act in ways that are safe, legal, ethical and self-aware.		
	ETHICS		
	2-1	Understands and complies with school's AUP (Diocesan Acceptable Use Policy)	I
	2-2	Understands privacy implications with computers (e.g. passwords, logging off, public computers vs. personal computers)	I
	2-3	Understands the difference between appropriate and inappropriate Internet uses	I
	2-4	Understands ways computers affect people's lives (ethically, morally and socially)	I
	ETIQUETTE		
	2-6	Leaves computer ready for other students to use (e.g. save, log off, quit program)	I
	SAFETY		
	2-10	Understands the importance of keeping passwords private	I
	2-11	Understands personal and private information	I

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	4 - KNOWLEDGE CURATOR - Students make meaning for themselves and others by critically curating resources through the use of digital tools		
	WORD PROCESSING (e.g. Microsoft Word, Pages, Google Docs, OpenOffice Text, NotePad, TextEdit)		
	4-1	Understands and uses basic word processing terminology	I
	4-2	Demonstrates ability to format text (e.g. font, size, style, alignment, line spacing, highlighting etc.)	I
	5 - INNOVATIVE DESIGNER - use a variety of technologies to express thoughts and ideas creatively		
	PAINTING/DRAWING/PHOTO EDITING (e.g. Sumo Paint, Tux Paint, PhotoDeluxe, Illustrator, Picture It, Photoshop)		
	5-2	Understands and uses painting/drawing tools	I
	5-3	Uses painting/drawing to illustrate knowledge	I
	COMPUTER PROGRAMMING (e.g. code.org , CodeMonkey, Kahn Academy, Scratch, ScratchJr etc.- free tools)		
	5-6	Understands basic coding/programming terminology (e.g. looping, debugging, variables, events, algorithm)	I
	5-7	Understands basic principles in coding/programming	I
	5-8	Demonstrates knowledge by creating a simple sequence of code	I