



# Diocese of Greensburg Curriculum Technology Grade K

Unit	Standards	Content	Skills
<p><b>Digital Citizenship/Web Accounts</b></p>	<p><b>PA: Business, Computer &amp; Information Technology (2012)</b>  <b>PA: Grades PreK - 2</b>  <b>15.3 Communication</b>  <b>15.3 Communication</b>            15.3.2.T: With prompting and support, answer questions related to digital citizenship. Reference Business, Computer and Information Technologies 15.4.2.B</p> <p><b>PA: Early Childhood: K-2 (2016)</b>  <b>PA: Grade K</b>  <b>Scientific Thinking and Technology</b>  <b>15.4 Computer and Information Technology</b></p> <p><b>B. Digital Citizenship</b>  <b>15.4 K.B Demonstrate responsible use of technology and equipment.</b></p> <p><b>ISTE: Educational Technology (2016)</b>  <b>ISTE: All Grades</b>  <b>1. Empowered Learner</b>  <b>Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences. Students:</b>            c. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.</p> <p>Copyright © 2015 Commonwealth of Pennsylvania.            All Rights Reserved</p>	<p>Safely navigate the internet</p>	<p>The students will be able to:</p> <ul style="list-style-type: none"> <li>• Develop an awareness of internet safety.</li> <li>• Demonstrate respectful behaviors relating to digital information, including:               <ul style="list-style-type: none"> <li>• cyber bullying</li> <li>• privacy</li> <li>• passwords</li> <li>• communication with parents and teachers</li> </ul> </li> </ul>

Unit	Standards	Content	Skills
<p><b>Basic Computer Skills and Keyboarding</b></p>	<p><b>PA: Business, Computer &amp; Information Technology (2012)</b>  <b>PA: Grades PreK - 2</b></p> <hr/> <p><b>15.4 Computer and Information Technologies</b>  <b>15.4 Computer and Information Technologies</b></p> <p>15.4.2.A: Identify various technologies used in the classroom and at home.</p> <p>15.4.2.B: Demonstrate responsible use of technology and equipment.</p> <p>15.4.2.C: With prompting and support, identify peripheral devices of computer system including input and output devices.</p> <p>15.4.2.D: Demonstrate the correct use of simple input technologies (e.g., mouse, touch screen, microphone, etc.).</p> <p><b>ISTE: Educational Technology (2016)</b>  <b>All Grades</b></p> <hr/> <p><b>1. Empowered Learner</b>  <b>Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences. Students:</b></p> <p>c. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.</p> <p>d. understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.</p> <p>Copyright © 2015 Commonwealth of Pennsylvania.  All Rights Reserved</p>	<ul style="list-style-type: none"> <li>• Parts of the computer: mouse, monitor, screen, keyboard</li> <li>• Apply and identify concepts of computer usage to use the machine in a proper way.</li> <li>• Demonstrate Input/output devices</li> <li>• Identify computer desktop icons/applications</li> </ul>	<p>The students will be able to:</p> <ul style="list-style-type: none"> <li>• Identify, name, and use parts of a computer</li> <li>• Use the keyboard, monitor, tower</li> <li>• Demonstrate the ability to log off (shut down) on a device</li> <li>• Demonstrate the ability to print.</li> </ul>

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<p><b>Word Processing</b></p>	<p><b>CCSS: ELA &amp; Literacy in History/Social Studies, Science, &amp; Technical Subjects K-5</b>  <b>CCSS: Grade 1</b>  <b>Capacities of the Literate Individual</b>  <b>Students Who are College and Career Ready in Reading, Writing, Speaking, Listening, &amp; Language</b>  <b>They use technology and digital media strategically and capably.</b></p> <p><b>Writing</b>  <b>6. Use technology, including the Internet, to produce and publish writing and to interact and collaborate with others.</b>  W.1.6. With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers.</p> <p><b>PA: Business, Computer &amp; Information Technology (2012)</b>  <b>PA: Grades PreK - 2</b>  <b>15.4 Computer and Information Technologies</b>  <b>15.4 Computer and Information Technologies</b>  15.4.2.B: Demonstrate responsible use of technology and equipment.  15.4.2.C: With prompting and support, identify peripheral devices of computer system including input and output devices.</p> <p>© Copyright 2010. National Governors Association Center for Best Practices and Council of Chief State School Officers. All rights reserved.</p>	<ul style="list-style-type: none"> <li>• Word processing</li> </ul>	<p>The students will be able to:</p> <ul style="list-style-type: none"> <li>• Enter text into a document</li> <li>• Delete text</li> <li>• Change font size</li> <li>• Open/close a word processing program</li> <li>• Change font color</li> <li>• Delete word</li> <li>• Demonstrate understanding how to use a word processing program</li> </ul>

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<p><b>Coding</b></p>	<p><b>ISTE: Educational Technology (2016)</b> <b>All Grades</b></p> <hr/> <p><b>1. Empowered Learner</b> <b>Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences. Students:</b></p> <p>c. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.</p> <p><b>5. Computational Thinker</b> <b>Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions. Students:</b></p> <p>a. formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.</p> <p><b>2016 ISTE Standards</b> Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.</p>	<p>Terms:</p> <ul style="list-style-type: none"> <li>• Code blocks</li> <li>• repeat</li> <li>• loops</li> <li>• functions</li> </ul>	<p>The students will be able to:</p> <ul style="list-style-type: none"> <li>• Use code blocks to reach a desired outcome</li> <li>• Utilize problem solving skills (trial and error, debugging, etc.) to complete coding activities</li> </ul>
<p><b>Digital Designs</b></p>	<p><b>ISTE: Educational Technology (2016)</b> <b>All Grades</b></p> <hr/> <p><b>1. Empowered Learner</b> <b>Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences. Students:</b></p> <p>c. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.</p> <p><b>6. Creative Communicator</b></p>	<ul style="list-style-type: none"> <li>• Digital Design Program</li> <li>• iPads/tablets</li> <li>• Computers</li> <li>• Laptops</li> </ul>	<p>The students will be able to:</p> <ul style="list-style-type: none"> <li>• Identify, access, and open a Digital Design program</li> <li>• Select and use various application tools <ul style="list-style-type: none"> <li>○ paint brush, pencil, erase, spray can, paint bucket</li> <li>○ shape</li> <li>○ new paper</li> <li>○ undo</li> </ul> </li> </ul>

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	<p><b>Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.</b>  <b>Students:</b></p> <p>b. create original works or responsibly repurpose or remix digital resources into new creations.</p> <p><b>2016 ISTE Standards</b>            Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.</p>		<ul style="list-style-type: none"> <li>• Change graphic color</li> <li>• Fill graphic with color</li> <li>• Change background color</li> <li>• Create a graphic and describe it</li> <li>• Identify and use universal symbols</li> </ul>

