

Grade Strand	Standard	Software	Introduced
Grade One			
1.0 Information Technology Basics			
1.1	Identify the home row keys to make keyboarding more familiar.	Type to Learn Jr. Lab	
1.2	Demonstrate file management skills of using Network server and the local hard drive, removeable storage device	Windows OS	Lab
1.3	Demonstrate basic word processing skills such as creating and saving files, inserting and deleting characters and changing fonts.	MS Word	Lab
1.4	Turn on and shut down a computer properly.	Windows OS	Classroom
1.5	Demonstrate the ability to start, use and quit a variety of programs (e.g., instructional software on the hard drive or CD, tool-based software, etc.).	Various	Classroom
1.6	Demonstrate basic operating system skilss such as point and Click navigation on desktop items and using the start menu.	Windows OS	
2.0 Application and Integration of Technology			
2.1	Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encylcopedias, etc.) to support learning.	Various	Classroom
2.2	Use, to the extent possible, information technologies found outside the school to extend their learning (e.g., computer, cable TV, etc.).	Various	Classroom
2.3	Observation of information found on the Web as displayed by the teacher.	Internet Explorer	Classroom
3.0 Use of Creativity Tools			
3.1	Use multimedia software to create more sophisticated, original computer art.	KidPix	Lab
3.2	Use multimedia software to create poems, stories and Diagram with pictures that reinforce classroom assignments.	Kidspiration	Lab
4.0 Information Technology in Life and Society			
4.2	Communicate about technology using developmentally appropriate and accurate terminology.	None	Classroom
4.3	Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	Various	Classroom
4.4	Practice responsible use of technology systems and software.	Various	Classroom