

QUEST ACADEMY CHARTER SCHOOL

Second Grade Technology Learning Standards

1. Basic Operations and Concepts

Objectives:

- 1.1 Students will learn the difference between storing data on a local machine and storing data on the network and will be able to save to both areas with limited assistance.
- 1.2 Students will increase their recognition of the desktop and various tool bars on Mac and PC Platform.
- 1.3 Students will become familiar with the ribbon and the toolbars on Microsoft and iWorks programs (Word, Pages, Powerpoint, Keynote).

2. Social, Ethical, and Human Issues

Objectives:

- 2.1 Students will review the Cybersmart and Netsmartz Internet Safety Curriculum for their age level.
- 2.2 Students will show responsible use of technology.
- 2.3 Students will follow all computer lab rules and procedures.

3. Technology Productivity Tools

Objectives:

- 3.1 Students will use Kidpix 3D or a similar drawing program to create digital illustrations.
 - a. Students will save and import their digital illustration into a secondary program.
- 3.2 Students will use Kidpix 3D or a similar drawing program to create a digital story that has 2 or more slides.
 - a. Students will add transitions and voice narration.
 - b. Students will save their story.
- 3.2 Students will enter a Uniform Resource Locator (URL) in the address bar of a web browser and navigate age appropriate websites.
- 3.3 Students will use Photobooth to take a picture and create a video.
- 3.4 Students will edit photographs using iPhoto.
- 3.5 Students will use iPhoto to create a movie.
 - a. Students will add a title, transitions and sync a song to their movie.
- 3.5 Students will use Google Earth to navigate various locations in our community, the states, our nation and the 7 continents and 4 oceans.
 - a. Teacher will use Google Earth to identify common symbols and physical features of a community.
- 3.6 Students will learn how to use an iPad or tablet.
 - a. Including specific apps related to classwork.
 - b. Students will create a digital story using Puppet Pals, Toontastic, Draw n Tell and or many other education apps.
- 3.7 Students will use a Word Processor to input basic information which may include their name, poem or other writing material.
 - a. Students will save their document.
- 3.8 Students will learn to copy and paste.
- 3.9 Students will identify the difference between **bold**, *italic*, and underline and are able to use font styles in a word processing document.

4. Technology Communication Tools

Objectives:

- 4.1 Students will access their Class Blog, navigate through it and leave comments on posts.
- 4.2 Students will create a slide presentation using Powerpoint and Keynote and present the slides to the class.

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- a. Students will add headers, transitions and images to their slideshow.
- 4.3 Students will learn the correct keyboarding technique.
 - b. Students will learn how to sit up straight and place feet for balance.
 - c. Students will use the correct fingering while keying the introduced keys
 - d. Students will demonstrate the correct key reaches for all alphabet letters.
 - e. Students will curve fingers over the home keys.
 - f. Students will memorize the keys on a keyboard. (provide assessment with blank keyboard)

5. Technology Research Tools

Objectives:

- 5.1 Students will use e-books to research age appropriate CORE topics.
 - a. Using programs such as Voices 3C, Trueflix, Bookflix and Raz-Kids.
- 5.2 Students will navigate specific age appropriate websites and use online research materials that are available from their teacher on the Class Blog.
- 5.3 Students will learn how to save an image off of an age appropriate website provided from the teacher.
 - a. Students will learn how to import the image into an iWorks or Microsoft program.

6. Technology Problem-Solving and Decision-Making Tools

Objectives:

- 6.1 Students will learn what the difference between fact-based websites and advertisements.