

# KINDERGARTEN-SECOND GRADE

**By the end of second grade students will:**

## **Basic Operations and Concepts**

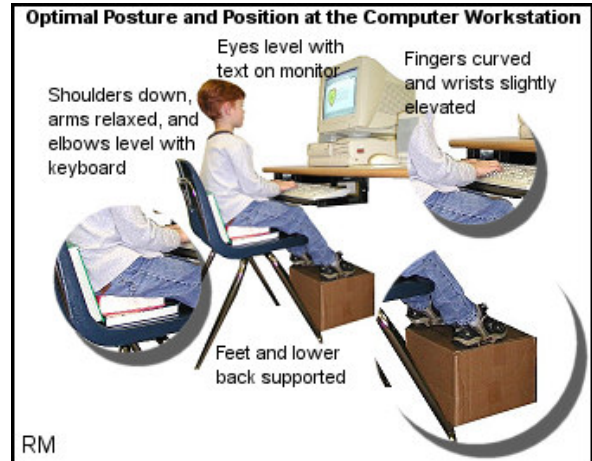
1. Demonstrate optimal posture and position at the computer workstation.
  - Eyes level with the text on the monitor
  - Shoulders down, arms relaxed
  - Elbows level with keyboard
  - Feet and lower back supported
  - Fingers curved
  - Wrists slightly elevated
2. Communicate about technology using developmentally appropriate and accurate terminology.

Examples: “press,” not “hit,” keys; open file, save
3. Identify the basic parts of a computer.

Examples: keyboard, monitor, printer
4. Use input, output, and storage devices to successfully operate computers, VCRs, audiotapes, and other technologies.

Examples: input–mouse, remote control;  
output–monitor, printer, speakers, headphones;  
storage–floppy disks, CDs
5. Use developmentally appropriate keyboard techniques.

Examples: left hand for left side keys and right hand for right side keys, special keys such as space bar, enter/return, backspace, shift, delete
6. Demonstrate correct procedures for opening, closing, and saving files using menu options and commands in grade-appropriate software.



## **Social, Ethical, and Human Issues**

7. Demonstrate proper care of equipment and media.

Examples: clean hands, treatment of peripherals, clean work area, no magnets around computer station
8. Practice responsible use of technology systems and software.

Examples: using personal login, maintaining settings
9. Demonstrate respect for the work of others.

## **Technology Productivity Tools**

10. Use a variety of media and technology resources for directed and independent learning activities across the curriculum.  
Examples: word processor, drawing tools, learning software
11. Produce developmentally appropriate multimedia products.  
Examples: autobiography or story using word processor or digital presentation software
12. Use electronic resources to access and retrieve information.  
Examples: Alabama Virtual Library (AVL); multimedia dictionaries, encyclopedias, almanacs; electronic card catalog

## **Technology Communications Tools**

13. Use telecommunications and other media to collaborate and interact with peers and other audiences, following appropriate laws and regulations.  
Example: on-line curriculum projects such as describing the environment

## **Technology Research Tools**

14. Identify the Internet as a resource for information.
15. Utilize information from a locally approved Internet web site.  
Example: research project on dinosaurs, dental health, or rain forests

## **Technology Problem-Solving and Decision-Making Tools**

16. Use technology resources for problem solving.  
Examples: puzzles, logical thinking programs, solutions for a class-defined problem