

## **FCS Technology Learning Goals by Grade level**

Our grade level technology proficiencies are based on national standards developed by the *International Society for Technology in Education (ISTE)*. *ISTE* is recognized both nationally and internationally as a leader in technology education for students and staff alike. The skills for each year assume a mastery of the skills from the previous year. Here are the FCS Tech Proficiencies listed by grade level:

### **First Grade**

Upon completion of First Grade, students should be able to:

1. Save and retrieve data from removable storage devices.
2. Add and delete text in a word processing element.
3. Login/Logoff a network system.
4. Use interactive software such as electronic books and other programs.
5. Use graphic organizers to show relationship and sequence.

### **Second Grade**

Upon completion of Second Grade, students should be able to:

1. Add delete and manipulate graphics in a word processing file.
2. Manipulate text elements—size, style, font, color, and alignment.
3. Demonstrate how to use an interactive CD-ROM based program.
4. Demonstrate advanced informal keyboarding skills.

### **Third Grade**

Upon completion of Third Grade, students should be able to:

1. Edit, move and delete files.
2. Manipulate windows.
3. Use formal keyboard skills and attain 15 words per minute minimum.
4. Create a simple multimedia presentation.
5. Perform basic Internet and e-mail functions.
6. Retrieve and manipulate results from a search on an interactive encyclopedia.
7. Use graphic organizer to create flowcharts, sequencing, and cause-effect relationships.

### **Fourth Grade**

Upon completion of Fourth Grade, students should be able to:

1. Improve keyboarding skills to attain a minimum of 20 words per minute.
2. Create, manipulate and delete folders.
3. Discuss common uses and misuses of technology.
4. Use word processing tools.
5. Copy and paste information from within and between files.
6. Paragraph and spacing manipulation of text.
7. Use main features of browser software.
8. Use graphic organizers to organize thoughts and plan solutions.
9. Communicate through simple multimedia presentations.
10. Utilize a database and spreadsheet.
11. Begin use of digital photography functions—VCR, Video camera, and digital camera.

12. Use graphic organizer to create storyboards.

### **Fifth Grade**

Upon completion of Fifth Grade, students should be able to:

1. Reinforce ethical and moral use of technology.
2. Improve keyboarding skills to attain a minimum of 25 words per minute.
3. Use technology tools to enhance learning and integration with the curriculum.
4. Correct common simple problems with technology equipment and networks.
5. Use communication and information systems to collaborate with others in problem solving efforts.
6. Use technology tools and resources for directed and extended learning projects.
7. Determine the validity of Internet sites and their information.
8. Use graphic organizers to organize thoughts and plan solutions.
9. Communicate through simple multimedia presentations.
10. Create a database and spreadsheet.
11. Use simple digital photography functions—VCR, Video camera, digital camera.
12. Use graphic organizer to create storyboards.

### **Sixth Grade**

Upon completion of Sixth Grade, students should be able to:

1. Improve keyboarding skills to attain a minimum of 30 words per minute.
2. Perform advanced graphic manipulation skills.
3. Use advanced text editing skills.
4. Utilize advance search techniques.
5. Create and add advanced graphic elements to multimedia and Internet projects.
6. Use elements of design to improve print communication.
7. Present solutions and products as solutions to everyday problems.
8. Create and interpret graphs and information from databases and spreadsheets
9. Create video and audio components to communicate effectively.

### **Middle School Computer Goals**

The middle school computer classes build upon the learning objectives from the elementary grades and launch the student into a whole new world of application and creativity. In these classes students learn to use consumer and professional software such as iMovie, iDVD, Animation Master, Adobe GoLive, HTML and Adobe Photoshop.

Jr. High computer electives include:

- Digital Photography
- Web Page Design
- Video Production
- Computer Animation
- Garage Band (Software music creation)
- Computer Assisted Drafting (CAD)