

Kindergarten Technology Objectives

Mouse

1	Student learns what a pointer is and how a pointer device (or mouse) is used.
2	Student learns what selected objects look like and how to distinguish them.
3	Student learns to select items, one at a time.
4	Student learns to change from one selection to another.
5	Student learns to double-click an item.
6	Student begins to associate double-clicking with opening.

Computer Fundamentals

7	Student becomes familiar with the components of a computer.
8	Student learns to properly care for a computer.
9	Student learns the technology symbols associated with specific functions.
10	Student understands the concept of being online.
11	Student gains familiarity with technology use policies.

Multimedia and Graphics

12	Student learns the basic features of graphics software.
13	Student learns to use the eraser tool to erase.
14	Student learns to use the draw tools to create lines and shapes.
15	Student learns to use the fill tool to fill shapes with color.
16	Student learns to use the undo command.

Keyboarding

17	Student learns the relationship between pressing keys on the keyboard and seeing letters on the screen.
18	Student learns to identify and key the letters of the alphabet.
19	Student learns to identify and key the numbers on the keyboard.
20	Student gains additional experience keying letters and learns to form words.
21	Student learns the function of the Backspace or Delete key for correcting mistakes.
22	Student learns to press the Enter or Return key to finish a line of text.
23	Student learns to press the spacebar to create spaces between words.
24	Student learns to identify the cursor on the screen.

Web Browsing

25	Student will develop a concept of community and apply it to the knowledge of the Internet.
26	Student will develop an understanding of the need to make responsible choices to ensure personal safety when using the Internet.