

# 1st Grade 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 select multiple items at a time.
6	Student learns to move objects (drag and drop an item) from one location to another.
7	Student learns to double-click an item.
8	Student begins to associate double-clicking with opening.

## Computer Fundamentals

9	Student becomes familiar with the components of a computer.
10	Student learns to properly care for a computer.
11	Student understands the basic concepts of data storage devices
12	Student learns the technology symbols associated with specific functions.
13	Student understands the concept of being online.
14	Student gains familiarity with technology use policies.

## Multimedia and Graphics

15	Student learns to use the mouse to drag, click, and select objects.
16	Student becomes familiar with a tool palette.
17	Student learns how to use the Eraser tool.
18	Student learns how to use the Pencil, Brush, Airbrush, and Line tools to draw lines and shapes.
19	Student learns how to use tools and colors to draw a picture.
20	Student learns to use the Fill tool to fill a shape with color.
21	Student learns how to use the Oval tool to draw circles and ovals.
22	Student learns how to use the Rectangle tool to draw squares and rectangles.

## Keyboarding

23	Student learns the relationship between pressing keys on the keyboard and seeing letters on the screen.
24	Student learns to identify and key the letters of the alphabet.
25	Student learns to identify and key the numbers on the keyboard.
26	Student gains additional experience keying letters and learns to form words.
27	Student learns the function of the Backspace or Delete key for correcting mistakes.
28	Student learns to press the Enter or Return key to finish a line of text.
29	Student learns to press the spacebar to create spaces between words.
30	Student learns to identify and use the arrow keys to navigate.
31	Student learns to identify the cursor on the screen.
32	Student learns to key symbols with and without the Shift key.
33	Student learns to use the Shift key to make capital letters.

## Computer Navigation

34	Student understands the concept of a computer desktop and learns how to use it.
35	Student understands the concept of computer programs and learns to open and close them.
36	Student learns to use dialog boxes and options windows and common tools that are associated with them.
37	Student learns to use program help features such as mouse over text, toolbars, program menus, and online help.
38	Student learns to identify, open, navigate, and files and folders.
39	Student learns to create, name, save, print, and close files.
40	Student learns about intellectual property and ethical use of another's intellectual property.

## Word Processing

41	Student learns how to open and exit a word processing program.
42	Student learns how to create a new document.
43	Student learns how to use the cursor.
44	Student learns how to open, close, save, and print a file.
45	Student learns how to select text.
46	Student learns how to change font size.
47	Student learns how to change font style by applying bold, italic, and underline formatting.

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## Visual Mapping

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|----|---|
| 48 | Student begins to understand visual mapping software as a way to group ideas. |
| 49 | Student identifies the basic components of visual mapping software.           |
| 50 | Student learns to add clipart objects to the workspace and label them.        |
| 51 | Student learns to use the link tool to link objects.                          |

## Database

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| 52 | Student understands the concept of a database and why databases are useful. (ie Library Card Catalog) |
| 53 | Student begins to identify databases used in everyday life.   |

## Web Browsing

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| 54 | Student will develop a concept of community and apply it to the knowledge of the Internet.                                       |
| 55 | Student will develop an understanding of the need to make responsible choices to ensure personal safety when using the Internet. |