

**ISPS Technology Pre-K-12
Standards and Benchmarks**
(Adopted from ISTE NETS for Students 2007)

Kindergarten

(Revised Nov. 2011)

Strands

1. Technology Operations and Concepts
2. Digital Citizenship
3. Communication and Collaboration
4. Research and Information Fluency
5. Critical Thinking, Problem Solving and Decision Making
6. Creativity and Innovation

Strand 1 – Technology Operations and Concepts

Standard 1 - Students demonstrate a sound understanding of technology concepts, systems, and operations.

Benchmarks - By the end of Kindergarten, students will:

- 1 – 1 Use input devices (e.g. mouse, keyboard)
- 1 – 2 Navigate within a program
- 1 – 3 Use a drawing program

Strand 2 – Digital Citizenship

Standard 2 – Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.

Benchmarks - By the end of Kindergarten, students will:

- 2 – 1 Work independently when using technology
- 2 – 2 Use technology safely and responsibly

Strand 3 – Communication and Collaboration

Standard 3 – Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.

Benchmarks - By the end of Kindergarten, students will:

- 3 – 1 Work cooperatively with peers when using technology
- 3 – 2 Visit pre-selected Internet sites (i.e. crayola.com, starfall.com)

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Strand 4 – Research and Information Fluency

Standard 4 – Students apply digital tools to gather, evaluate, and use information.

Benchmarks - By the end of Kindergarten, students will:

- 4 – 1 Locate and process information in various technology formats
- 4 – 2 Independently navigate simple technology processes

Strand 5 – Critical Thinking, Problem Solving and Decision Making

Standard 5 - Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.

Benchmarks - By the end of Kindergarten, students will:

- 5 – 1 Use drawing tools in a graphics program (*Intro*)
- 5 – 2 Identify the uses of various technology tools

Strand 6 – Creativity and Innovation

Standard 6 – Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.

Benchmarks - By the end of Kindergarten, students will:

- 6 – 1 Create digital illustrations