MBUSD 1st Grade Technology Standards Implementation Guide
January, 2019

Technology Standard	Subtopic	What the Students Will Do	Apps and Lesson Resources
Creativity and Innovation: Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.	Digital Books	With guidance and support from adults, use a variety of digital tools to produce and publish writing, including in collaboration with peers. (CCSS W6)	Shadow Puppet Edu, My Story, Educreations, ShowMe, Google Slides, Creative Book Builder, My Storymaker, Scratch Jr., Little Bird Tales, GAFE
	Digital Art	Create a digital image and add it to another application to show knowledge about a concept	Doodle Buddy, Comic Touch 2 (iphone), Educreations, Popplet Lite, GAFE
	Photo, Video & Audio Editing	Read accurately and fluently using digital tools to support comprehension (CCSS RF4)	PicCollage for Kids, Creating Talking Avatars Using Tellagami, Camera, iMovie, Story Kit, Shadow Puppet, Voice Recorder, Educreations, ChatterPix Kids, ChatterPix, Kids Post, Sock Puppet, Telestory, Show Me, Balloon Stickies, Stop Motion Movie
	Publishing	Create a digital document to publish a writing project, adding images and text features to enhance the text (CCSS W4.2.2)	Keynote, Pages, Creative Book Builder, Telestory, GAFE
Communication and Collaboration: Students use digital media to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.	Presentation Tools	Create, edit, and format text on a slide. Use painting and drawing tools/ applications to create and edit work. Use a variety of age-appropriate technologies (e.g. drawing program, presentation software and applications) to communicate and exchange ideas.	Keynote,, GAFE, Educreations, Show Me, Popplet Lite, Popplet Lite Post, Padlet, Padlet Sample, FlipGrid, FlipGrid Tutorials, FlipGrid Integration Notability, Doodle Buddy, Paper 53
Research and Information Fluency: Students apply digital tools to gather, evaluate, and use information.	Digital Research Skills	Use websites, databases, digital images, videos, and eBooks to research topics of interest	YouTube Kids App, Discovery Education, BrainPop Jr, World Book Online
	Evaluate Internet Resources	Learn safe use of online tools when accessing the internet for learning activities	BrainPop, Jr Internet Safety Lesson
	Content Specific Technology Skills	Use content-specific technology tools (e.g.environmental probes, sensors, and measuring devices, simulations) to gather and analyze data. Use models and simulations to explore complex systems and issues.	(In development)

	Data Analysis	Identify and analyze the purpose of media message (to inform, persuade, and entertain). Process data and report result.	Create a Graph
Critical Thinking, Problem Solving, and Decision Making: Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.	Organizational Tools	Organize ideas for an information report using a mind mapping Web or iPad application	Popplet Lite
	Design Cycle & Project Management	Presented with a problem and given a model to meet the criteria/constraints of the problem. Identify and define authentic problems and significant questions for investigation. Brainstorm activities to develop a solution or complete a project.	Show Me, Educreations Explain Everything, Keynote, Creative Book Builder, Google Docs, Idea Sketch, Makerspace
	Coding & Robotics	Write a program to solve a problem. Develop a simple robot or use code to command a robot.	Scratch Jr, Kodable, LightBot Jr., Blockly, Dash and Dot, Daisy the Dinosaur Programming Lesson Plan Code Studio: Course 1 Stages 7-11
Digital Citizenship: Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.	Personal Security Online & Digital Rights and Responsibilities	- understand that being safe when they visit websites is similar to staying safe in real life. - learn to recognize websites that are good for them to visit. - recognize if they should ask an adult they trust before they visit a particular website.	*Common Sense Media Digital Literacy & Citizenship*: Staying Safe Online
	Personal Security Online & Digital Rights and Responsibilities	- learn that the information they put online leaves a digital footprint or "trail." - explore what information is appropriate to be put online. - judge the nature of different types of digital footprints by following the information trails of two fictional animals.	*Common Sense Media Digital Literacy & Citizenship*: Follow the Digital Trail
	Bullying	- analyze online behaviors that could be considered cyberbullying. - explain how to deal with a cyberbullying situation. - recognize the importance of engaging a trusted adult when they experience cyberbullying.	*Common Sense Media Digital Literacy & Citizenship*: Screen Out the Mean
Technology Operation and	Diverse Devices,	Turn on devices such as desktops, laptops, and	Brainpop Jr. Video: - Parts of a Computer

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Concepts: Students demonstrate a sound understanding of technology concepts, systems, and operations.	Operating Systems, and Hardware Usage	Chromebook computer. Login to system ● Use a mouse and/or trackpad to click on URLs and icons and use the scroll bar ● Use icons and menus to open applications and documents	
	Navigating in a Virtual Environment	Explain and use age-appropriate online tools and resources (tutorials & browsers) such as a shared Google Drive Watch online videos and use play, pause, rewind, and forward buttons.	Scholastic News App, Raz Kids, YouTube Kids, Brainpop Jr.
	Internet Usage	Learn positive digital citizenship, responsible social interaction, and use of online tools when accessing the internet for learning activities.	BrainPop, Jr Internet Safety Lesson
	Keyboarding	● Build typing muscle memory ● Show correct body and hand positions ● Understand movement of fingers on the keyboard ● Master home row keys ● Identify location of letters on upper and lower rows of the keyboard ● Practice typing common letters, words, and sentences	MBUSD Keyboarding Standards and Activities

Support 2015-2016 Minimal Technology Expectations

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