

Information Technology Literacy Standards (ITLS)

Grade 2

Strand 1: Critical Thinking, Creativity and Innovation

Create and evaluate content using multiple media formats (such as audio, video, charts, text).

Learning Target: Students will use technology tools to create and present ideas, facts, or stories.

Skills:

1. Use a digital storyboard to plan a multimedia product for the appropriate audience and purpose.
2. Make a multi-slide presentation.
3. Understand and use slide layout and transitions.
4. Choose appropriate tool for the purpose.

Strand 2: Collaborative Learning, Group Communication and Digital Citizenship

Develop, implement and communicate new ideas with others through various modes such as oral, written, and nonverbal with multiple groups and audiences using diverse media, formats and contexts effectively.

a. **Learning Target:** Students will work in groups to create, share and evaluate simple collaborative information products.

Skill: In small groups, students collaboratively create a digital project.

b. **Learning Target:** Students will engage in learning activities about multiple cultures through electronic communication means: websites, email, audio and video.

Skills:

1. Use technology tools to exchange – classroom to classroom – stories, artifacts, and info about their lives, communities, and cultures.
2. Understand how to communicate electronically through words or audio/video with a specific audience.
3. Send email messages with subject and body.
4. Define video chat
5. Talk clearly and loudly during online communication with others.

Strand 4: Personal Information and Technology Literacy

Demonstrate a sound understanding of grade-appropriate digital concepts, systems, and tools.

Learning Target: Use technology tools with proficiency to create and present ideas through simple products in different formats.

Skills:

Keyboarding

- Demonstrate correct home row on the keyboard. Use proper hand placement: left and right hand side of keyboard, thumb on spacebar and little finger on the enter key.
- Use number keypad and special characters, caps lock, tab, shift
- Beginning of year: 5-20 minute lessons.

Keyboarding game sites:

Dance Mat Typing- 4 lessons: <http://www.bbc.co.uk/schools/typing/>

ABC Jumpers: <http://www.alfatyping.com/freetypinggames/abc-jumpers.html>

Number pad practice:

<http://www.typingtest.com/games/keyman.jsp?keys=0123456789&Submit=Start+Game>

Vocabulary

- Understand the following vocabulary terms: software, hardware, right click, left click, cursor, startup, shutdown, log on, log off start menu, desktop, file, folder, search engine, URL.

Tasks (to be integrated)

- Log on/off with their own username and password
- Demonstrate ability to save and retrieve a file to and from a specified folder.