

KINDERGARTEN
Information & Technology Literacy Benchmarks

CONTENT STANDARD: A. MEDIA AND TECHNOLOGY Students will select and use media and technology to access, organize, create, and communicate information for solving problems and constructing new knowledge, products, and systems.		SDR Content Benchmarks	ITL Learning Activity	Resources & Suggestions
The student will:				
A.K.1: Use common media and technology terminology and equipment.				
A.K.1a NETS 6	Identify and define basic computer terminology (e.g., software, hardware, cursor, startup/shutdown, storage medium, file, memory) Identify functions of a computer system: monitor, keyboard, CD drive, printer, mouse, CD, laptop, desktop.			
A.K.1c NETS 6	Demonstrate proper care and use of media/equipment. <ul style="list-style-type: none"> Clean hands, press computer keys gently, slide and press the mouse button gently. Clean hands; keep in safe place, no food/drink etc. 	LA.K.E.1 SS.K.E.4	Activities 1-36	CyberSmart: Is This Yours?
A.K.1e NETS 6	Develop touch keyboarding techniques using both hands Locate and identify commonly used keys: return/enter, space bar, delete, shift, and letters of their name.	LA.K.E.1		Keyboarding (KidKeys) See Manual
A.K.1i NETS 6	Operate basic audio and video equipment to listen to and view media programs.	LA.K.E.1	Activities 3, 4	Tough Stuff tape recorders
A.K.2: Identify and use common media formats.				
A.K.2a	Identify the variety of current media formats (e.g., video programs, magazines, computer software, audio cassettes, CD-ROM and DVD, newspapers, books, the Internet) Video, book, audiocassette.	LA.K.E.1	Activities 1-6	
A.K.2c NETS1,2, 6	Differentiate among the common types of computer software (e.g., drawing programs, utilities, word processing, and simulations.) Drawing programs & word processing	LA.K.E.1		Microsoft Word Kidspiration – Draw Paint Program
A.K.2d NETS 6	Listen to and view common audio and video media	LA.K.E.1	Activities 1-6	Tape Recorders DVD/ TV, Learn 360
A.K.2g NETS 6	Demonstrate how to open & run a software program from a local storage device or network server.	LA.K.E.1		Grade School Software
A.K.3: Use computer and productivity software to organize and create information.				
A.K.3a NETS 6	Identify and define basic word processing terminology (cursor, open, save, file, I-beam, window, document, cut, copy, paste) Cursor, window, etc			
A.K.3b NETS 1,2, 6	Produce a document using a word processing program.	LA.K.B.1.c		

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CONTENT STANDARD: B. INFORMATION AND INQUIRY Students will access, evaluate, and apply information efficiently and effectively from a variety of sources in print, non-print, and electronic formats to meet personal and academic needs.		SDR Content Benchmarks	ITL Learning Activity	Resources
The student will:				
B.K.1: Determine the need for information				
B.K.1a NETS 3,4	Identify the information problem or question to be resolved Identify situations where information is needed to resolve a specific problem or question	M.K.E.1 M.K.4.5	Activity 3,4,5	<ul style="list-style-type: none"> • Super 3 • Caring School Comm. • Curriculum/class meetings • Retellings
B.K.1b NETS 3, 4	Determine what is already known about the information problem or question		Activity 3,4,5	<ul style="list-style-type: none"> • Super 3 • KWL charts • Venn diagrams
B.1.1c NETS 3, 4	Formulate initial questions to define what additional information is needed.		Activity 1	<ul style="list-style-type: none"> • Super 3 • KWL charts
B.K.2: Develop information-seeking strategies.				
B.K.2a NETS 3, 4	Identify and define possible sources of information including print, non-print, and human resources.	SS K.A.3 SS K.B.1	Activity 1	<ul style="list-style-type: none"> • Internet Search Engines • SDR website • Guest speakers • KWL charts
B.K.3: Locate and access information sources.				
B.K.3a	Recognize that materials in the school library media center are organized in a systematic manner. The arrangement of the library including fiction, non-fiction, reference, and OPAC		Activity 1, 3,4,5	<ul style="list-style-type: none"> • LMC
B.K.3b	Locate materials using the classification system of the school library		Activity 3,4,5	<ul style="list-style-type: none"> • LMC
B.K.3f NETS 6	Locate information from pre-selected Internet sites and WebPages.	LA.K.E.1		<ul style="list-style-type: none"> • SDR Website • CyberSmart: Go Places Safely
B.K.4: Evaluate and select information from a variety of print, non-print, and electronic formats.				
B.K.4b	Differentiate between fiction and non-fiction resources.	LA.K.A.2,p	Activity 3,5	<ul style="list-style-type: none"> • LMC activities • Reading Buddies • Classroom book boxes
B.K.4e	Recognize that graphics and images can be used to convey a message.	LA.K.A.2.i	Activity 3,4,5	<ul style="list-style-type: none"> • Picture books

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		LA.K.A.3		<ul style="list-style-type: none"> • Kidspiration • Paint program • CSC posters • Super 3 posters
B.K.4g NETS 3	Choose resources appropriate to their interests, abilities, and information need.		Activities 1-36	<ul style="list-style-type: none"> • LMC • Classroom libraries • Daily Five • Building Blocks • Just Right Books
B.K.5: Record and organize information				
B.K.5a	Take notes or record information in their own words <i>Summarize verbally the information in their own words</i>		Activities 1-36	<ul style="list-style-type: none"> • Retelling • Book Shares • Writer's Workshop • LMC Activities • Daily News • Group PhotoStory

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CONTENT STANDARD: C. INDEPENDENT LEARNING Students will apply information and technology skills to issues of personal and academic interest by actively and independently seeking information; demonstrating critical and discriminating reading, listening, and viewing habits; and striving for personal excellence in learning and career pursuits.		SDR Content Benchmarks	ITL Learning Activity	Resources
The student will:				
C.K.1: Pursue information related to various dimensions of personal well being and academic success.				
C.K.1a	Identify topics of interest and seek relevant information about them.			
C.K.2: Appreciate and derive meaning from literature and other creative expressions of information.				
C.K.2a	Choose fiction and other literature of personal interest Choose literature of personal interest and enjoyment.		Activities 1-36	<ul style="list-style-type: none"> • Library book selection • Classroom book bins • On-line stories from websites
C.K.2b	Recognize that award winning books reflect literary and artistic excellence Recognize Award Winning Books / Illustrators (Caldecott)		Activity 18	<ul style="list-style-type: none"> • Teacher book selection • Library book selection • Author study • Author websites
C.K.3: Develop competence and selectivity in reading, listening, and viewing.				
C.K.3a	Choose materials at appropriate developmental levels.		Activities 1-36	<ul style="list-style-type: none"> • with assistance

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CONTENT STANDARD: D. THE LEARNING COMMUNITY Students will demonstrate the ability to work collaboratively in teams or groups, use information and technology in a responsible manner, respect intellectual property rights, and recognize the importance of intellectual freedom and access to information in a democratic society.		SDR Content Benchmarks	ITL Learning Activity	Resources And Ideas
The student will:				
D.K.1: Participate productively in workgroups or other collaborative learning environments				
D.K.1a NETS 2	Share information and ideas with others	LA.K.C.1	Activities 1-36	<ul style="list-style-type: none"> • Book shares
D.K.1b	Respect the ideas of others	SS.K.B.3 SS.K.E.1 LA.K.C.3	Activities 1-36	<ul style="list-style-type: none"> • Book shares
D.K.2: Use information, media, and technology in a responsible manner.				
D.K.2a	Return all borrowed materials on time.		Activities 1-36	
D.K.2d NETS 2,6	Employ proper etiquette in all forms of verbal communication Verbal communication; Introduce email and online strangers		Activities 1-36	<ul style="list-style-type: none"> • CyberSmart: Cyber Space at School • NetSmartz Kids: Safety Pledge Poster • NetSmartz Kids: Know the Rules (Video) • Class Meeting
D.K.2e NETS 2,5	Recognize that altering or destroying another person's program or file constitutes unacceptable behavior. Demonstrate respect for others by not touching other students' work including the computer that someone else is working on.	SS.K.E.4	Activities 1-36	<ul style="list-style-type: none"> • Teacher modeling • Classroom meeting
D.K.3: Respect intellectual property rights.				
D.K.3a NETS 5	Explain the concept of intellectual property rights. Explain that whoever writes something owns it (Name on paper)	SS.K.E.4	Activities 1-36	<ul style="list-style-type: none"> • Teacher modeling • Writer's workshop
D.K.4: Recognize the importance of intellectual freedom and access to information in a democratic society.				
D.K.4a NETS 5	Define the concept of intellectual freedom Copyright page	SS.K.E.4		<ul style="list-style-type: none"> • Teacher modeling • Class Books
D.K.4d NETS 2,5	Acknowledge the right of classmates to express opinions different from their own.	SS.K.E.1	Activities 1-36	