

**COURSE:** Information & Communication  
Technology Literacy

**LEVEL:** Kindergarten

**UNIT/FOCUS:** Technological Creativity and Innovation

**Stage 1 - Desired Results**

*Related NJCCCS standard(s):*

- 8.1.P.A.1
- 8.1.P.A.2
- 8.1.P.A.3
- 8.1.P.A.4
- 8.1.P.A.5
- 8.1.P.B.1

**Transfer**

*Students will be able to independently use their learning to...*

- Use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaboratively and to create and communicate knowledge.
- All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.

**Meaning**

**Enduring Understandings (EUs)**

*Students will understand that...*

- Technology is constantly changing and requires continuous learning of new skills.
- Selection of technology should be based on personal needs assessment.
- A tool is only as good as the person using it.
- Digital tools provide opportunities for people to have new experiences, recognize problems, design solutions, and express their ideas.

**Essential Questions (EQs)**

*Students will keep considering...*

- In a world of constant change, what skills should we learn?
- How do I choose which technological tools to use and when it is appropriate to use them?
- How can I transfer what I know to new technological situations/experiences?
- How can digital tools be used for creating original and innovative works, ideas, and solutions?

**Grade Level Benchmarks**

**Knowledge**

*Students will know...*

- Names of basic computer hardware and peripheral devices
  - Mouse, Keyboard, Monitor/screen, Printer
- Parts of a digital camera.
- Basic technology vocabulary
  - Log in, Log out, Cursor
- Basic computer icons
  - Print, Save, Word

**Skills**

*Students will be able to...*

- Use an input device to select an item and navigate the screen
- Navigate the basic functions of a browser.
- Use digital devices to create stories with pictures, numbers, letters and words.
- Use basic technology terms in the proper context in conversation with peers and teachers (e.g., camera, tablet, Internet, mouse, keyboard, and printer).
- Demonstrate the ability to access and use resources on a computing device.
- Create a story about a picture taken by the student on a digital camera or mobile device.

**COURSE:** Information & Communication Technology Literacy    **LEVEL:** Kindergarten    **UNIT/FOCUS:** Living and Communicating in a Digital World

**Stage 1 – Desired Results**

<p><i>Related NJCCCS standard(s):</i></p> <p>8.1.P.C.1</p>	<b>Transfer</b>	
	<i>Students will be able to independently use their learning to...</i>	
	<ul style="list-style-type: none"> <li>All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.</li> </ul>	
	<b>Meaning</b>	
	Enduring Understandings (EUs)	Essential Questions (EQs)
	<i>Students will understand that...</i>	<i>Students will keep considering...</i>
	<ul style="list-style-type: none"> <li>Digital tools allow for communication and collaboration anytime/anyplace worldwide.</li> <li>Technology use can have positive or negative impact on both users and those affected by their use.</li> <li>Technology creates international cooperation and competition.</li> </ul>	<ul style="list-style-type: none"> <li>How has the use of digital tools improved opportunities for communication and collaboration?</li> <li>What are an individual’s responsibilities for using technology?</li> <li>What constitutes misuse and how can it best be prevented?</li> </ul>
<b>Grade Level Benchmarks</b>		
Knowledge	Skills	
<i>Students will know...</i>	<i>Students will be able to...</i>	
<ul style="list-style-type: none"> <li>Games come in electronic form</li> <li>The difference between a cassette, CD, CD-Rom, and DVD.</li> <li>The basic parts of a device which uses               <ul style="list-style-type: none"> <li>A disk, cassette, CD-Rom, or DVD</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>Collaborate with peers by participating in interactive digital games or activities.</li> </ul>	

**COURSE:** Information & Communication  
Technology Literacy

**LEVEL:** Kindergarten

**UNIT/FOCUS:** Technology as a Tool

**Stage 1 - Desired Results**

*Related NJCCCS standard(s):*

8.1.P.E.1

**Transfer**

*Students will be able to independently use their learning to...*

- Use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaboratively and to create and communicate knowledge.

**Meaning**

**Enduring Understandings (EUs)**

*Students will understand that...*

- Information is spread worldwide within seconds due to technological advancements and has an immediate impact.
- Selection of technology should be based on personal and/or career needs assessment.
- Information uploaded to the Internet or sent through email cannot be retrieved or completely erased.

**Essential Questions (EQs)**

*Students will keep considering...*

- Why is the evaluation and appropriate use of accurate information more important than ever in the technological age?
- How does the use of technology become part of a problem solving approach?

**Grade Level Benchmarks**

**Knowledge**

*Students will know...*

- The Internet contains information.
- You can search in a browser the same way you look in a book, with the ability to go forward and backward.

**Skills**

*Students will be able to...*

- Use the Internet to explore and investigate questions with a teacher's support.