HPS Scope and Sequence Elementary Technology 2nd Grade Created February 2011 Revised 3/24/2011

| Standard or GLCE # | Standard or GLCE Language Students will | What this means: | S | Lessons | Examples of Formative Assessments | Vocabulary |
|--|---|------------------|---|---|---|---|
| | | | • | 1 P 1 2 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 | 松 | |
| PK_2CI- Creativity and Innovation | use a variety of digital tools (e.g., word processors, drawing tools, simulations, presentation software, graphical organizers) to learn, create, and convey original ideas or illustrate concepts | | 1 | 2 | | My computer Icon Delete Disk drive File E-mail Online Program Shortcut Webpage Server CPU Internet Menu Monitor Mouse |
| PK_2.CC. Communicatio n and Collaboration | 1. work together when using digital tools (e.g., word processor, drawing, presentation software) to convey ideas or illustrate simple concepts relating to a specified project. | | 1 | 2 | | |
| | use a variety of developmentallyappropriate digital tools (e.g., word processors, paint programs) to communicate ideas to classmates, families and others. | | 1 | 2 | | |
| PK_2.RI. Research and Information Fluency - | interact with internet based resources | | 1 | 2 | | |
| | 2. use digital resources (e.g., dictionaries, encyclopedias, graphs, graphical organizers) to locate and interpret information relating to a specific curricular topic, with assistance from teachers, school library media specialists, parents, or student partners | | 1 | 2 | | Keyboard |
| PK_2.CT. Critical Thinking, Problem Solving, and Decision Making | explain ways that technology can be used to solve problems (e.g., cell phones, traffic lights, GPS units) | | 1 | 2 | | |

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| | | | | 12 2 3 4 4 5 6 5 4 4 5 6 5 4 4 5 6 5 6 5 6 5 6 | K | |
| | 2. use digital resources (e.g., dictionaries, encyclopedias, search engines, web sites) to solve developmentally appropriate problems, with assistance from teachers, parents, school media specialists, or student partners | | 1 | 2 | | |
| PK_2.DC. Digital Citizenship | technology (e.g., computers, internet, e-mail, cell phones) and describe consequences of inappropriate uses | Observation | 1 | 2 | | |
| | 2. know the Michigan Cyber Safety Initiative's three rules (Keep Safe, Keep Away, Keep Telling) | | 1 | 2 | | |
| | 3. identify personal information that should not be shared on the Internet (e.g. name, address, phone number) | | 2 | 2 | | |
| | 4. know to inform a trusted adult if they receive or view an online communication which makes them feel uncomfortable, or if someone whom they don't know is trying to communicate with them or asking for personal information | | 2 | 2 | | |
| PK_2.TC. Technology Operations and | discuss advantages and disadvantages of using technology | | 2 | 0 | | |
| Concepts | be able to use basic menu commands to perform common operations (e.g., open, close, save, print) | | 2 | 2 | | |
| | 3. recognize, name, and label the major hardware components in a computer system (e.g., computer, monitor, keyboard, mouse, printer) | | 2 | 2 | | monitor, mouse, printer, keyboard, CPU |

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|--------------------|--|------------------|---|--|---|--|
| | Students will | | | 36 | | |
| | | | | 10 1 2 3 3 4 4 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 | A A | |
| | 4. discuss the basic care for computer hardware and various media types (e.g., CDs, DVDs, videotapes) | | 2 | 2 | | |
| | use developmentally appropriate and accurate terminology when talking about technology | | 2 | 2 | | backspace, computer program, flash drive, enter key, escape key |
| | 6. understand that technology is a tool to help him/her complete a task, and is a source of information, learning, and entertainment | | 2 | 2 | | |
| | 7. demonstrate the ability to navigate in virtual environments (e.g., electronic books, games, simulation software, web sites) | | 2 | 2 | | |