

Grade 2 Technology Curriculum

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| Keyboarding | <ul style="list-style-type: none"> ● Proper left and right orientation ● Basic key identification |
| Communication and Collaboration | <ul style="list-style-type: none"> ● Various methods of electronic collaborative sharing ● Virtual communities ● Cross-curricular projects |
| Ethics and Digital Citizenship | <ul style="list-style-type: none"> ● Proper online behavior ● Cyberbullying ● Online safety ● Appropriate use of copyrighted material |
| Technology Operations and Concepts | <ul style="list-style-type: none"> ● Word processing applications ● Presentation applications ● Spreadsheet applications ● Effective use of web browser ● Digital media tools (camera, video) |
| Creativity and Innovation | <ul style="list-style-type: none"> ● New ideas, products or processes ● Original works ● Technology skills to real world situations |
| Critical-thinking, Problem-solving, Decision-making | <ul style="list-style-type: none"> ● Technology tools to accomplish a task ● Technology tools to model a process ● Beginning proficiency in coding/computer programming ● Block-based visual programming |
| Research and Information Fluency | <ul style="list-style-type: none"> ● Use pre selected sources to conduct research |

Grading Policy for Technology Class

The student's best work will always come from an interest and engagement in the class. The student's work will be evaluated based on these criteria:

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| S | (80-100) | Consistently superior quality. Work completed exceeds expectations. Active interest and engagement in class discussion with insightful and respectful input. |
| N | (70-79) | Completion of the assignments within minimum expectations. Some marked participation in class. |
| U | (69 or below) | Not all assignments completed properly. No effort. Disruptive behavior. Lack of participation. |