Lafayette School District

Common Technology Experiences

Grades K-5
PART 1: THE BACKGROUND

The Purpose

As the role of technology in schools evolves, our primary goal remains – to ensure all students have authentic and equitable opportunities to build 21st Century skills. These “Common Technology Experiences” were developed to provide staff with an accessible guide that outlines a district-wide standard for how technology curriculum can be woven into core content subjects. The document is also intended to help parents better understand how we will prepare their children to be successful in navigating our digitally rich world.

K-5 Computer Specialists and Library Specialists regularly collaborate with classroom teachers to develop lab and library activities that support curriculum standards. They also support classroom-based projects. The actual activities sometimes vary by site, or even by classroom, but the overall skills being targeted at each grade-level do align. This document articulates the goals, but offers much flexibility on what tools are used to deliver the instruction.

The Format

Five goals are listed for each grade-level. Each goal is a summary statement that was written after closely examining our existing activities, which were identified as relevant to our vision for 21st Century instruction. The goals also incorporate new ideas that support our desire to be more effective, equitable, and forward thinking. Most of the goals intentionally do not identify specific tools or subject areas – there are infinite ways to teach 21st Century skills. We want to build capacity in students, but technology advances so rapidly that it is not advisable to define detailed benchmarks that will become outdated quickly. Due to the nature of our ever-changing world, it is critical for students to develop flexibility and independent problem-solving skills regardless of the tool they are
using. Integration projects should meet standardized objectives, but it is completely appropriate for activities to not “look and feel” the same in every classroom. In fact, the most powerful aspect of authentic technology integration is that educators are encouraged to discover innovative applications that will most effectively support their own instructional methods so they can model individual creativity and keep students highly engaged in the content.

Our goals incorporate the key themes from the ISTE National Educational Technology Standards as well as the Partnership for 21st Century Learning framework. Neither highly regarded document provides a level of specificity that locks a teacher into using a certain technology tool. On the other hand, these documents do provide examples of how to connect each 21st Century skill to a concrete activity. We are working on building a collection of grade-level sample activities which outline suggestions for developmentally-appropriate projects using tools that have recently become more commonplace (Skype, blogging, GoogleDocs, etc.).
PART 2: THE GOALS

Every Kindergarten student will...

1. Identify letters and important helper keys on the keyboard
2. Access, use, and navigate programs and online resources for learning core academic content
3. Communicate ideas and publish final pieces of artistic or written work
4. Demonstrate content understanding using multimedia to represent information in meaningful ways
5. Collaborate with peers to problem-solve operations

Every first grade student will...

1. Learn and use correct terminology for common technology tools and functions
2. Access, use, and navigate programs and online resources for learning core academic content
3. Communicate ideas and publish short pieces of writing using basic word processing and graphic editing skills
4. Demonstrate content understanding using multimedia to represent information in meaningful ways in more than one subject area
5. Collaborate with peers and experts inside and outside of school to practice inquiry and problem-solving skills
Every second grade student will...

1. Understand there are a variety of tools which help make learning more efficient
2. Increase the use of word processing, and format graphics in order to communicate effectively; publish for an authentic audience
3. Demonstrate content understanding and purposefully represent information in all subject areas, with a focus on graphing, maps, and timelines
4. Use multimedia tools for digital storytelling
5. Collaborate with peers and experts inside and outside of school to practice inquiry and problem-solving skills

Every third grade student will...

1. Learn about the importance of citing sources and be introduced to tools that support efficient note-taking strategies (touch devices, cloud storage)
2. Improve keyboarding skills and become familiar with doing all elements of the writing process and composing pieces at the computer
3. Demonstrate content understanding and purposefully represent information through digital storytelling and multimedia projects with a focus on non-fiction, Lafayette history, and math
4. Be introduced to using web 2.0 tools that encourage collaborative thinking with peers and experts inside and outside of school
5. Have opportunities to demonstrate understanding about Digital Citizenship and appropriate behavior with technology use
Every fourth grade student will...

1. Understand basic intellectual property concepts such as copyright and plagiarism; use research strategies such as keyword searches and citations
2. Use advanced word processing features and apply simple but professional graphic design strategies to publish work in a variety of formats for an authentic audience
3. Demonstrate content understanding and purposefully represent information through digital storytelling and multimedia projects with a focus on California history and science
4. Increase use of web 2.0 tools for collaborating with peers and creating an end product in all subject areas
5. Go deeper into concepts of Digital Citizenship and make connections between concepts of CyberEthics and CharacterCounts!

Every fifth grade student will...

1. Demonstrate analytical, critical thinking about intellectual property issues and the research concepts “Find,” “Evaluate,” and “Use”
2. Combine word processing and graphic design skills into cohesive desktop publishing techniques to publish authentic products such as newspapers, posters, pamphlets, and websites
3. Demonstrate content understanding and purposefully represent information through digital storytelling and multimedia projects with a focus on presentation skills (Speaking & Listening), U.S. history, and science
4. Utilize multiple web 2.0 tools to collaborate with others in researching multi-disciplinary real-world issues, problem-solving and analyzing findings, and developing original solutions to share with a wide audience.
5. Learn about age-appropriate issues around Digital Citizenship such as CyberSafety, Digital Footprint, and CyberBullying