

# Mount Pleasant CSD

# Technology Benchmarks

## *Common Core Technology Integration*

*This document aligns the International Society for Technology in Education (ISTE) Standards with the Common Core State Standards, grade-level benchmarks, and suggested technology resources to support critical thinking skills in the 21st Century.*

### **Technology Committee Members:**

Nasrin Rouzati, *K-12 Director of Technology*  
Mary Knopp, *HS/MS Library Media Specialist*  
Bruce Ferguson, *HS Assistant Principal*  
Christine Parrottino, *MS Assistant Principal*  
Ioana Joerg, *HS/MS Technology Support*  
Dan Mahoney, *HES/CES Technology Support*  
Colleen Maher, *HES Teacher*  
Sandra Tiberii, *MS Teacher*  
Michael Laterza, *HS Teacher*  
Andrew Mesquita & Joone Seo, *HS Students*

**May 29, 2014**

---

---

# Mount Pleasant CSD Technology Benchmarks

## *Common Core Technology Integration*

### Table of Contents

Kindergarten .....	2
First Grade .....	4
Second Grade.....	6

(Adopted and Modified with Permission from [USD 473 Technology Plan/Common Core Technology Integration](#))

# Kindergarten

**Common Core Writing Standard 6:** With guidance & support from adults, explore a variety of digital tools to produce and publish writing, including in collaboration with peers.

Technology Standards	Technology Integration	Suggested Resources
<p>1. <i>Creativity and Innovation</i> Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</p> <p>2. <i>Communication and Collaboration</i> Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.</p> <p>6. <i>Technology Operations and Concepts</i> Students demonstrate a sound understanding of technology concepts, systems, and operations.</p>	<ul style="list-style-type: none"> <li>● Know how to turn a computer on and off and how to use the mouse and keyboard.</li> <li>● Know the basic care of a computer (handling laptops, keyboard, mouse, etc.)</li> <li>● Identifies letters and functions on the keyboard. (Note: students are not expected to use correct fingering)</li> <li>● Write stories together as a class.</li> <li>● Create, as a class, an electronic project by publishing original ideas with a word processing/desktop publishing or presentation software and selecting related images.</li> </ul>	<ul style="list-style-type: none"> <li>● Word</li> <li>● Mousercise</li> <li>● Learning.com</li> </ul>

**Common Core Writing Standard 7:** Participate in shared research and writing projects (e.g., explore a number of books by a favorite author and express opinions about them.)

Technology Standards	Technology Integration	Suggested Resources
<p>3. <i>Research and Information Fluency</i> Students apply digital tools to gather, evaluate, and use information.</p> <p>5. <i>Digital Citizenship</i> Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.</p>	<ul style="list-style-type: none"> <li>● Students will explore books and websites related to the curriculum together as a class</li> <li>● Students will be introduced to books, both print and online, to learn and later locate relevant information.</li> <li>● Students will be able to access the Internet and navigate a website.</li> <li>● Students will use grade appropriate websites to enhance curriculum.</li> </ul>	<ul style="list-style-type: none"> <li>● Library Media Specialist</li> <li>● Classroom Teacher</li> </ul>

# Kindergarten

**Common Core Speaking and Listening Standard 2:** Confirm understanding of a text read aloud or information presented orally or through other media by asking and answering questions about key details and requesting clarification if something is not understood.

Technology Standards	Technology Integration	Suggested Resources
<p>1. <i>Creativity and Innovation</i> Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</p> <p>2. <i>Communication and Collaboration</i> Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.</p> <p>4. <i>Critical Thinking, Problem Solving, and Decision Making</i> Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.</p>	<ul style="list-style-type: none"> <li>● As a class, students will experience and teachers will share stories orally and visually.</li> <li>● Use document camera to project a book from an online source.</li> <li>● Listen to an audio book.</li> <li>● Watch a DVD version of a book.</li> </ul>	<ul style="list-style-type: none"> <li>● International Children’s Digital Library</li> <li>● StoryBee</li> <li>● Storynory</li> <li>● Storyline Online</li> <li>● Individual author’s websites</li> </ul>

# First Grade

**Common Core Speaking and Writing Standard 2:** With guidance and support from adults, explore a variety of digital tools to produce and publish writing, including in collaboration with peers.

Technology Standards	Technology Integration	Suggested Resources
<p>1. <i>Creativity and Innovation</i> Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</p> <p>2. <i>Communication and Collaboration</i> Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.</p> <p>5. <i>Digital Citizenship</i> Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.</p> <p>6. <i>Technology Operations and Concepts</i> Students demonstrate a sound understanding of technology concepts, systems, and operations.</p>	<ul style="list-style-type: none"> <li>● Illustrate and communicate original ideas and stories using digital tools and media-rich resources.</li> <li>● Publish student writing in a word processing program.</li> <li>● Combine images and text into a word document to write a sequence of instructions.</li> </ul>	<ul style="list-style-type: none"> <li>● Word</li> <li>● Tikatok</li> <li>● Learning.com</li> </ul>

# First Grade

**Common Core Writing Standard 7:** Participate in shared research and writing projects (e.g., explore a number of “how to” books on a given topic and use them to write a sequence of instructions).

Technology Standards	Technology Integration	Suggested Resources
<p>1. <i>Creativity and Innovation</i> Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</p> <p>2. <i>Communication and Collaboration</i> Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.</p> <p>4. <i>Critical Thinking, Problem Solving, and Decision Making</i> Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.</p> <p>5. <i>Digital Citizenship</i> Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.</p>	<ul style="list-style-type: none"> <li>• Students will explore research topics related to the curriculum together as a class.</li> <li>• Students are introduced to resources, both print and online, to locate relevant information to enhance curriculum.</li> </ul>	<ul style="list-style-type: none"> <li>• Library Media Specialist</li> <li>• Learning.com</li> </ul>

**Common Core Speaking and Listening Standard 2:** Ask and answer questions about key details in a text read aloud or information presented orally or through other media.

Technology Standards	Technology Integration	Suggested Resources
<p>3. <i>Research and Information Fluency</i> Students apply digital tools to gather, evaluate, and use information.</p> <p>4. <i>Critical Thinking, Problem Solving, and Decision Making</i> Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.</p>	<ul style="list-style-type: none"> <li>• As a class, share stories orally and visually.</li> <li>• Use document camera to project a book from an online source.</li> <li>• Listen to an audio book or watch a DVD version of a book.</li> </ul>	<ul style="list-style-type: none"> <li>• Library Media Specialist</li> <li>• Document Camera</li> <li>• International Children’s Digital Library</li> <li>• StoryBee</li> <li>• Storynory</li> <li>• Storyline Online</li> <li>• Individual author’s websites</li> </ul>

## Second Grade

**Common Core Reading for Literature Standard 7:** Use information gained from the illustrations and words in a print or digital text to demonstrate understanding of its characters, setting, or plot.

Technology Standards	Technology Integration	Suggested Resources
<p>4. <i>Critical Thinking, Problem Solving, and Decision Making</i> Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.</p>	<ul style="list-style-type: none"> <li>● Share stories orally and visually as a class as well as independently.</li> <li>● View a storybook in an electronic format or audio.</li> <li>● Listen to the same story being read aloud and compare and contrast the two for personal preference.</li> </ul>	<ul style="list-style-type: none"> <li>● International Children's Digital Library</li> <li>● Storynory</li> <li>● Storyline Online</li> </ul>

**Common Core Writing Standard 6:** With guidance and support from adults, explore a variety of digital tools to produce and publish writing, including in collaboration with peers.

Technology Standards	Technology Integration	Suggested Resources
<p>1. <i>Creativity and Innovation</i> Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</p> <p>2. <i>Communication and Collaboration</i> Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.</p> <p>5. <i>Digital Citizenship</i> Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.</p> <p>6. <i>Technology Operations and Concepts</i> Students demonstrate a sound understanding of technology concepts, systems, and operations.</p>	<ul style="list-style-type: none"> <li>● Students will explore research topics related to curriculum together as a class.</li> <li>● Use computer and multimedia technology for directed learning activities in an appropriate manner including use of passwords and network use.</li> <li>● Use correct terminology when talking about computers and multimedia technology.</li> <li>● Use presentation software to create a simple presentation (5 slides).</li> <li>● Create a poster to advertise a book.</li> <li>● Create a simple word processing document.</li> <li>● Use appropriate multimedia or online resources to gather information.</li> </ul>	<ul style="list-style-type: none"> <li>● Pearson's Reading Street</li> <li>● Microsoft Office or similar</li> <li>● Learning.com</li> </ul>

## Second Grade

**Common Core Writing Standard 7:** Participate in shared writing projects (e.g., read a number of books on a single topic to produce a report; record science observations.)

Technology Standards	Technology Integration	Suggested Resources
<p>2. <i>Communication and Collaboration</i> Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.</p> <p>3. <i>Research and Information Fluency</i> Students apply digital tools to gather, evaluate, and use information.</p> <p>6. <i>Technology Operations and Concepts</i> Students demonstrate a sound understanding of technology concepts, systems, and operations.</p>	<ul style="list-style-type: none"> <li>● Students will explore research topics to produce a report.</li> <li>● Explore a variety of online websites that showcase narrative and expository text.</li> <li>● Begin to apply the very basic steps of a problem-solving model to conduct a search for information, focusing on the big idea. (Ex: understanding what type of information they need, the difference between fiction and nonfiction, what types of sources give the most accurate information).</li> <li>● Conduct keyword and/or subject searches on the library catalog and online sources to locate needed materials on a favorite leisure, animal, or sport activity.</li> <li>● Research a topic using books and websites given by the instructor.</li> <li>● With teacher assistance, construct a simple bibliography with author/title.</li> </ul>	<ul style="list-style-type: none"> <li>● Library Media Specialist</li> <li>● School Library Catalog</li> <li>● Library Online Databases</li> </ul>

## Second Grade

**Common Core Speaking and Listening Standard 2:** Recount or describe key ideas or details from a text read aloud or information presented orally or through other media.

Technology Standards	Technology Integration	Suggested Resources
<p>3. <i>Research and Information Fluency</i> Students apply digital tools to gather, evaluate, and use information.</p> <p>4. <i>Critical Thinking, Problem Solving, and Decision Making</i> Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.</p>	<ul style="list-style-type: none"> <li>● Students will listen to and evaluate information or stories.</li> <li>● Explore simulations through interactive software and websites.</li> <li>● Respond to a class discussion electronically.</li> </ul>	<ul style="list-style-type: none"> <li>● Online educational games</li> <li>● Interwrite or Qwizdom</li> <li>● Student Response Systems</li> </ul>

**Common Core Speaking and Listening Standard 5:** Create audio recordings of stories or poems; add drawings or other visual displays to stories or recounts of experiences when appropriate to clarify ideas, thoughts, and feelings.

Technology Standards	Technology Integration	Suggested Resources
<p>1. <i>Creativity and Innovation</i> Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</p> <p>2. <i>Communication and Collaboration</i> Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.</p> <p>3. <i>Research and Information Fluency</i> Students apply digital tools to gather, evaluate, and use information.</p> <p>5. <i>Digital Citizenship</i> Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.</p> <p>6. <i>Technology Operations and Concepts</i> Students demonstrate a sound understanding of technology concepts, systems, and operations.</p>	<ul style="list-style-type: none"> <li>● Students will explore research topics to produce a report.</li> <li>● Create a simple podcast.</li> <li>● Use simple graphing software to record the results of a survey in class.</li> <li>● Use concept-mapping software with teacher assistance with Kidspiration.</li> </ul>	<ul style="list-style-type: none"> <li>● Kidspiration</li> <li>● Audacity</li> <li>● iPads/iPods</li> </ul>

## Second Grade

**Common Core Language Standard 4e:** Use glossaries and beginning dictionaries, both print and digital, to determine or clarify the meaning of words and phrases.

Technology Standards	Technology Integration	Suggested Resources
<p>3. <i>Research and Information Fluency</i> Students apply digital tools to gather, evaluate, and use information.</p> <p>6. <i>Technology Operations and Concepts</i> Students demonstrate a sound understanding of technology concepts, systems, and operations.</p>	<ul style="list-style-type: none"><li>● Use online and digital resources to determine and clarify meaning of words and phrases.</li><li>● Use software embedded dictionary tools.</li><li>● Use hyperlinks in existing online text.</li><li>● Use online dictionary/thesaurus</li></ul>	<ul style="list-style-type: none"><li>● Learner's Dictionary World Central</li><li>● FactMonster</li><li>● Wordsmyth</li></ul>

## Second Grade

**Mathematical Practices 4:** Model with mathematics. Mathematically proficient students can apply the mathematics they know to solve problems arising in everyday life, society, and the workplace.

**Mathematical Practices 5:** Use appropriate tools strategically. Mathematically proficient students consider the available tools when solving a mathematical problem.

Technology Standards	Technology Integration	Suggested Resources
<p>1. <i>Creativity and Innovation</i> Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</p> <p>2. <i>Communication and Collaboration</i> Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.</p> <p>3. <i>Research and Information Fluency</i> Students apply digital tools to gather, evaluate, and use information.</p> <p>4. <i>Critical Thinking, Problem Solving, and Decision Making</i> Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.</p> <p>6. <i>Technology Operations and Concepts</i> Students demonstrate a sound understanding of technology concepts, systems, and operations.</p>	<ul style="list-style-type: none"> <li>● Students will use technology to solve real world math problems, including date, time and money concepts.</li> <li>● Use cameras to act out and demonstrate problem solving techniques.</li> <li>● Use observations, surveys and experiments to record data.</li> </ul>	<ul style="list-style-type: none"> <li>● Millie's Math House</li> <li>● Learn About Matter</li> <li>● Online educational games</li> <li>● Flip Cameras</li> <li>● Digital Cameras</li> <li>● Google Forms</li> </ul>