



ISE KINDERGARTEN INFORMATION TECHNOLOGY CURRICULUM STANDARDS / LEARNING OUTCOMES



<u>Curriculum Standards/Learning Outcomes</u>	<u>Teaching Strategies</u>	<u>Resources</u>
<p>Creativity:</p>	<ul style="list-style-type: none"> • Use an age appropriate software package or other media which promotes creativity • Use a program for learning letters and rhymes 	<ul style="list-style-type: none"> • Bailey Book House
<p><u>Topic Four: Technology Communication Tools</u></p>		
<p>Present Material:</p>	<ul style="list-style-type: none"> • Create a picture using a draw or paint software package 	<ul style="list-style-type: none"> • Kid Pix • Paint
<p><u>Topic Five: Technology Research Tools</u></p>		
<p>Access Information:</p>	<ul style="list-style-type: none"> • Access information from Internet sources and computer software with assistance 	<ul style="list-style-type: none"> • Windows Explorer
<p>Retrieve and Store:</p>	<ul style="list-style-type: none"> • Retrieve and store information on computer disks with assistance 	<ul style="list-style-type: none"> • Windows Explorer
<p><u>Topic Six: Problem Solving and Decision Making</u></p>		
<p>Problem Solving:</p>	<ul style="list-style-type: none"> • Use simple applications for problem solving and decision making • Use a math program for learning math and numbers 	<ul style="list-style-type: none"> • Mighty Math Carnival Countdown • Shapes <p>* All listed software and Internet programs periodically reviewed and updated as needed.</p>



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