

Michigan Educational Technology Standards (METS) 2009 – PK2 Checklist

Grades PK through 2 –Technology Standards and Expectations – (prior to completing Grade 2)

PK_2.CI Creativity and Innovation - By the end of Grade 2 each student will:

1. 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

PK_2.CC. Communication and Collaboration - By the end of Grade 2 each student will:

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
2. use a variety of developmentally appropriate digital tools (e.g., word processors, paint programs) to communicate ideas to classmates, families, and others

PK_2.RI. Research and Information Fluency - By the end of Grade 2 each student will:

1. interact with internet based resources
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

PK_2.CT. Critical Thinking, Problem Solving, and Decision Making - By the end of Grade 2 each student will:

1. explain ways that technology can be used to solve problems (e.g., cell phones, traffic lights, GPS units)
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

PK_2.DC. Digital Citizenship - By the end of Grade 2 each student will:

1. describe appropriate and inappropriate uses of technology (e.g., computers, internet, e-mail, cell phones) and describe consequences of inappropriate uses
2. know the Michigan Cyber Safety Initiative's three rules (Keep Safe, Keep Away, Keep Telling)
3. identify personal information that should not be shared on the Internet (e.g. name, address, phone number)
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

PK_2.TC. Technology Operations and Concepts - By the end of Grade 2 each student will:

1. discuss advantages and disadvantages of using technology
2. be able to use basic menu commands to perform common operations (e.g., open, close, save, print)
3. recognize, name, and label the major hardware components in a computer system (e.g., computer, monitor, keyboard, mouse, printer)
4. discuss the basic care for computer hardware and various media types (e.g., CDs, DVDs, videotapes)
5. use developmentally appropriate and accurate terminology when talking about technology
6. understand that technology is a tool to help him/her complete a task, and is a source of information, learning, and entertainment

Michigan Educational Technology Standards (METS) 2009 - 3rd to 5th Checklist

Grades Three through Five – Technology Standards and Expectations – (prior to completing Grade 5)

3_5.CI. Creativity and Innovation - By the end of Grade 5 each student will:				3	4	5			
1. produce a media-rich digital project aligned to state curriculum standards (e.g., fable, folk tale, mystery, tall tale, historical fiction)						X			
2. use a variety of technology tools and applications to demonstrate their creativity by creating or modifying works of art, music, movies, or presentations						X			
3. participate in discussions about technologies (past, present, and future) to understand these developments are the result of human creativity				X		X			
3_5.CC. Communication and Collaboration - By the end of Grade 5 each student will:				3	4	5			
1. identify how different software applications may be used to share similar information, based on the intended audience (e.g., presentations for classmates, newsletters for parents)				X		X			
2. use a variety of media and formats to create and edit products (e.g., presentations, newsletters, brochures, web pages) to communicate information and ideas to various audiences						X			
3_5.RI. Research and Information Fluency - By the end of Grade 5 each student will:				3	4	5			
1. identify search strategies for locating information with support, from teachers and school library media specialists				X	X	X			
2. use digital tools to find, organize, analyze, synthesize, and evaluate information				X	X	X			
3. understand and discuss that web sites and digital resources may contain inaccurate or biased information				X	X	X			
4. understand that using information from a single internet source might result in the reporting of erroneous facts and that multiple sources should always be researched				X	X	X			
3_5.CT. Critical Thinking, Problem Solving, and Decision Making - By the end of Grade 5 each student will:				3	4	5			
1. use information and communication technology tools (e.g., calculators, probes, videos, DVDs, educational software) to collect, organize, and evaluate information to assist with solving problems						X			
2. use digital resources to identify and investigate a state, national, or global issue (e.g., global warming, economy, environment)				X		X			
3_5.DC. Digital Citizenship - By the end of Grade 5 each student will:				3	4	5			
1. discuss scenarios involving acceptable and unacceptable uses of technology (e.g., file-sharing, social networking, text messaging, cyber bullying, plagiarism)				X	X	X			
2. recognize issues involving ethical use of information (e.g., copyright adherence, source citation)				X	X	X			
3. describe precautions surrounding personal safety that should be taken when online				X	X	X			
4. identify the types of personal information that should not be given out on the Internet (name, address, phone number, picture, school name)				X	X	X			
3_5.TC. Technology Operations and Concepts - By the end of Grade 5 each student will:				3	4	5			
1. use basic input and output devices (e.g., printers, scanners, digital cameras, video recorders, projectors)				X	X	X			
2. describe ways technology has changed life at school and at home				X		X			
3. demonstrate proper care in the use of computer hardware, software, peripherals, and storage media				X	X	X			
4. know how to exchange files with other students using technology (e.g., network file sharing, flash drives)						X			