					PK					K						G	1		G2			G3		G	34	G5	G6
Grade Range Engineering D		Massachusetts Technology Literacy Standards	Free Explore	Counting	Letters	Make 10	Race	Letters	Measurings	Addition	Subtraction	Traffic Jam	Line Dance	Challenge	Motors	Gears	Pulleys	Dancing Birds	Spinning Top	Drumming Monkey	Ride Challenge	Amazing Adventure Story	Vehicle Challenge	Soccer	Burglar Alarm Challenge	NXT Introduction	Dragster Challenge
PK-2	2.1	Identify tools and simple machines used for a specific purpose, e.g., ramp, wheel, pulley, lever.	0	0	0	0	0	0	0	0	0	0	0	0	x	x	x	x	x	х	x	x	х	х	x	0	х
Computer Prof	1	Demonstrate proficiency in the use of computers and applications, as well as an understanding of the concepts underlying hardware, software, and connectivity.	0	0	0	0	0	0	0	0	0	0	0	0	x	x	x	x	x	x	x	x	x	x	x	x	x
Basic Operation		Demonstrate beginning steps in using available hardware and applications (e.g., turn on a computer, launch a program, use a pointing device such as a mouse).	o	o	0	0	0	0	o	0	0	o	0	О	x	x	x	x	x	x	x	x	x	x	x	x	x
PK-2	1.2	Explain that icons (e.g., recycle bin/trash, folder) are symbols used to signify a command, file, or application													x	x	x	x	x	х	x	×	х	х	x	x	x
PK-2	1.3	Identify, locate, and use letters, numbers, and special keys (e.g., space bar, Shift, Delete) on the keyboard.													0	0	0	0	0	0	0	0	х	0	0	0	0
3-5	1.1	Demonstrate basic steps in using available hardware and applications (e.g., log into a computer, connect/disconnect peripherals, upload files from peripherals).													x	x	x	x	x	x	x	x	x	x	x	x	x
3-5		Use various operating system features (e.g., open more than one application/program, work with menus, use the taskbar/dock).													x	x	х	x	x	х	x	х	х	х	x	х	х
3-5	1.4	Demonstrate intermediate keyboarding skills and proper keyboarding techniques.													0	0	0	0	0	0	0	0	o	o	0	0	o

		Demonstrate																									
3-5	1	proficiency in the use of computers and applications, as well as an understanding of the concepts underlying hardware, software, and connectivity.	0	0	0	0	0	0	0	0	0	0	0	0	x	x	x	x	x	x	x	x	x	x	x	х	x
3-5	1.15	Save, retrieve, and delete electronic files on a hard drive or school network.													x	x	x	x	x	x	x	x	х	x	х	х	х
6-8	1.2	Identify successful troubleshooting strategies for minor hardware and software issues/problems (e.g., "frozen screen").	0	0	0	0	0	0	0	0	0	0	0	0	x	x	x	x	x	x	x	x	x	x	x	x	x
6-8	1.3	Independently operate peripheral equipment (e.g., scanner, digital camera, camcorder), if available.	0	0	0	0	0	0	0	0	0	0	0	0	x	x	x	x	х	x	x	x	x	x	x	x	x
		ing & Communication																									
PK-2	3.1	Use various age- appropriate technologies to locate, collect, and organize information.	x	x	x	x	x	x	x	×	x	x	x	x	x	x	×	×	x	×	x	x	x	x	x	x	х
PK-2	3.3	Use age-appropriate technologies (e.g., a simple graphing application) to gather and analyze data.																									
3-5		Use content-specific technology tools (e.g., environmental probes, sensors, measuring devices, simulations) to gather and analyze data.	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	х	x	х	x	х
3-5	3.6	With teacher direction, use appropriate technology tools (e.g., graphic organizer) to define problems and propose hypotheses.	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
6-8	3.4	Independently use appropriate technology tools (e.g., graphic organizer) to define problems and propose hypotheses.	x	x	x	x	x	x	х	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	х	х	х
6-8	3.6	Develop and use guidelines to evaluate the content, organization, design, use of citations, and presentation of technologically enhanced projects.	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	х

X = addresses standard

o = partially addresses standard