## MATHEMATICS

## Technology

Grade 3	Grade 4	Grade 5
1. Students learn computer skills and appropriate applications.	1. Students learn computer skills and appropriate applications.	1. Students learn computer skills and appropriate applications.
3.1.1 identify by name the parts of a window and their functions	4.1.1 create, name, and rebuild folders on the Desktop	5.1.1 learn procedure when computer freezes
3.1.2 learn the difference between Save and Save As	4.1.2 learn additional keyboard shortcuts	5.1.2 learn to change orientation options
2.1.2 work between two employedians with	4.1.3 use calculator on the Apple Menu	5.1.3 organize work in student folder
3.1.3 work between two applications with both open at the same time	4.1.4 use Chooser to select printer	
3.1.4 rebuild desktop file in student folders	4.1.5 "Label" to change color of documents and folders	
2. Students enhance word processing skills.	2. Students enhance word processing skills.	2. Students enhance word processing skills.
3.2.1 learn word processing skills including: highlighting, alignment, font, size, style, color, and indentation	4.2.1 learn additional word processing skills including: tabs and margins, importing text from other locations, using drawing tools, and thesaurus	5.2.1 learn advanced word processing skills including: header, footer, find/change, stationery and templates, page break, columns, and hanging indent
3.2.2 use spell check to proofread a		
document	4.2.2 learn to change "View" in Menu Bar	5.2.2 learn full justification and set margins
3.2.3 use invisibles	4.2.3 adjust spacing	
3. Students understand graphic techniques.	3. Students understand graphic techniques.	3. Students understand graphic techniques.
3.3.1 practice inserting and placing a graphic	4.3.1 learn to use the scrapbook to copy and paste	5.3.1 learn to import graphics from other sources including the World Wide Web
3.3.2 learn to use a drawing application	4.3.2 learn to import clipart	5.3.2 use a drawing application to create advanced illustrations

## MATHEMATICS

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Grade 3	Grade 4	Grade 5
	4.3.3 use a drawing application to create a finished product	
4. Students learn beginning computer programming.	4. Students enhance understanding of basic computer programming.	4. Students use programming to create multimedia presentations.
3.4.1 introduction to the basics of programming	<ul> <li>4.4.1 create and sort a data base</li> <li>4.4.2 learn the basics of Hyperstudio</li> </ul>	<ul> <li>5.4.1 create a spreadsheet and make a graph from spreadsheet data</li> <li>5.4.2 create a timeline</li> <li>5.4.3 use Hyperstudio to create presentations to share with others</li> </ul>