

# Nets for Students

## Performance Indicators K-2

	PC	Artist	Book	City	Cop	Author	Animal	Celebrate	Fit
1. Use input devices (e.g. mouse, keyboard, remote control) and output devices (e.g. monitor, printer) to successfully operate computers/VCRs, audiotapes, and other technologies.	•	•	•	•	•	•	•	•	•
2. Use a variety of media and technology resources for directed and independent learning activities.	•	•	•	•	•	•	•	•	•
3. Communicate about technology using developmentally appropriate and accurate terminology.	•	•	•	•	•	•	•	•	•
4. Use developmentally appropriate multimedia resources (e.g. interactive books, educational software, elementary multimedia encyclopedias) to support learning.	•	•	•	•	•	•	•	•	•
5. Work cooperatively and collaboratively with peers, family members, and others when using technology in the classroom.	•	•	•	•	•	•	•	•	•
6. Demonstrate positive social and ethical behaviors when using technology.	•	•	•	•	•	•	•	•	•
7. Practice responsible use of technology systems and software.	•	•	•	•	•	•	•	•	•
8. Create developmentally appropriate multimedia products with support from teachers, family members, or student partners.				•			•		
9. Use technology resources (e.g. puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	•	•	•	•	•	•	•	•	•
10. Gather information and communicate with others using telecommunications, with support from teachers, family members, or student partners.		•	•				•	•	•