

STUDENT ID \_\_\_\_\_ STUDENT NAME \_\_\_\_\_  
 DISTRICT \_\_\_\_\_ SCHOOL NAME \_\_\_\_\_

## 8.1 COMPUTER AND INFORMATION LITERACY - NJTAP First Grade Checklist

Standard/Indicator	Item	√ if demonstrated	
		Pre	Post
A.1 Use basic technology vocabulary	Properly names parts of the computer such as monitor, keyboard, screen and mouse		
	Uses proper vocabulary for on-screen items such as icons, software, shortcuts, scroll bar, task bar		
A.2 Use basic features of an operating system (e.g., accessing programs, identifying and selecting a printer, finding help)	Starts programs from Start Menu or from desktop icon		
	Prints from a word-processing program		
	Closes down programs and shuts down computer		
A.3 Input and access text and data, using appropriate keyboarding techniques or other input devices	Inputs 10-20 words into a word-processing document.		
A.5 Produce and interpret a simple graph or chart by entering and editing data on a prepared spreadsheet template	Reads a simple bar graph for minimum and maximum values		
A.6 Create and present a multimedia presentation using appropriate software	Creates a simple presentation with at least three slides		
	Adds titles, text and graphics to a presentation		
A.8 Use a graphic organizer	Uses a graphic organizer to categorize objects		
A.9 Use basic computer icons	Starts programs from the desktop		
	Recognizes common icons such as print, save, copy/paste		

Standard/Indicator	Item	√ if demonstrated	
		Pre	Post
<b>B.1</b> Discuss the common uses of computer applications and identify their advantages and disadvantages	Describes everyday uses for word-processing software.		
<b>B.2</b> Recognize and practice responsible social and ethical behaviors when using technology, and understand the consequences of inappropriate use including: Internet access Copyrighted materials On-line library resources Personal security and safety issues	Understands guidelines regarding disclosure of personal information on the web		
<b>B.4</b> Recognize the ethical and legal implications of plagiarism of copyrighted materials	Can cite copyrighted materials		
<b>B.6</b> Identify and use web browsers, search engines, and directories to obtain information to solve real world problems	Demonstrates understanding of what to do if inappropriate information is displayed on the screen		