Santa Ana Unified School District
Technology Goals & Benchmarks - Grade 1 Checklist
This check list is a MS Word form.
Click in the gray areas to type text. Click in the boxes to make x's.

Last Name_____ First Name _____ ID # _____

Teacher: _____ School:_____

Goals	Benchmarks	Date Mastered
Goal 1: Demonstrate basic computer skills.	☐ Identify the parts of the computer	
	☐ Start and shut down a computer correctly	
	☐ Insert a storage media into the computer	
	☐ Open and exit out of a program	
	☐ Choose a command from the menu bar using a mouse	
Goal 2: Use painting and drawing tools.	☐ Select and use drawing and painting tools to draw a picture to illustrate a story	
	☐ Insert text into a drawing	
Goal 3: Understands and can use the Internet.	☐ Click on hyperlinks to navigate around a web page	
Goal 4: Use developmentally appropriate keyboard skills.	☐ Identify and use letter and number keys and the spacebar	
	☐ Use shift key to make capital letters	
	☐ Type a period	
	☐ Use the arrow keys to move the cursor	
Goal 5: Demonstrate word processing skills**.**	☐ Open a word processing program	
	☐ Identify the cursor	
	☐ Type a sentence	
Goal 6: Design and create multimedia projects using a variety of sources.	☐ Create a single screen project that contains graphics and sound	
Goal 10: Demonstrate the use of desktop publishing fundamentals	☐ Word process and illustrate a sentence	

Note: No benchmarks for Goals 7-9 for this grade level.