Correlations to ISTE Standards for Students–South Carolina

Keyboarding Without Tears®

ISTE
Readiness
Seal of Alignment
Standards·S
2015

Keyboarding Without Tears® is the ONLY keyboarding curriculum to earn the ISTE Seal of Alignment for Readiness!

Keyboarding Without Tears has been awarded a Seal of Alignment for Readiness by the International Society for Technology in Education (ISTE)!

The K–5 curriculum teaches touch typing, digital citizenship, and computer readiness with developmentally paced, grade-specific lessons. Keyboarding Without Tears makes it easy to teach keyboarding and pre-keyboarding skills that students need to succeed in any assignment or online testing.

Students complete grade-level appropriate lessons with engaging, game-based activities that include audio and video instructions for self-directed learning. Teachers have access to guides, including digital citizenship and computer readiness lessons that require only 30 minutes a week to teach. Teachers can preview and monitor student progress with digital teaching dashboards and program activities integrate easily with cross-curricular subjects, such as science and social studies.

ISTE reviewers determined that Keyboarding Without Tears helps build foundational technology skills needed to support the ISTE Standards for Students.

For more details, visit: **kwtears.com/iste**

FEATURES:

- Engaging, developmentally appropriate pre-keyboarding and keyboarding activities for K–5 students

- In-depth, grade-specific teacher guides with digital citizenship lessons

- Lesson previews and progress reports on a digital teaching dashboard

- Additional teacher-led digital citizenship lessons

- Cross-curricular themes integrate with subjects, such as science and social studies

- Includes audio and video instructions for self-directed lessons

- Web-based and configures to various roster management and SSO solutions

- Compatible with PCs/Macs, Chromebooks, and tablets

1. Creativity and innovation	Resource and Location
Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.	
a. Apply existing knowledge to generate new ideas, products, or processes	
b. Create original works as a means of personal or group expression	
c. Use models and simulations to explore complex systems and issues	
d. Identify trends and forecast possibilities	

2. Communication and collaboration	Resource and Location
Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.	
a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media	
b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats	Teacher's Guides *Kindergarten Keyboarding Teacher's Guide,* pp. 22, 41, 43 *1st Grade Keyboarding Teacher's Guide,* pp. 24, 43, 46 *2nd Grade Keyboarding Teacher's Guide,* pp. 24, 41, 44 *3rd Grade Keyboarding Teacher's Guide* pp. 25, 27, 32, 34, 36, 44 *4th Grade Keyboarding Teacher's Guide* pp. 25-26, 31, 35, 42 *5th Grade Keyboarding Teacher's Guide* pp. 25-26, 31, 35, 42
c. Develop cultural understanding and global awareness by engaging with learners of other cultures	

d. Contribute to project teams to produce original works or solve problems	Teacher's Guides
	
	Kindergarten Keyboarding Teacher's Guide,
	   pp. 22, 41, 43
	1st Grade Keyboarding Teacher's Guide,
	   pp. 24, 43, 46
	2nd Grade Keyboarding Teacher's Guide,
	   pp. 24, 41, 44
	3rd Grade Keyboarding Teacher's Guide
	   pp. 25, 27, 32, 34, 36, 44
	4th Grade Keyboarding Teacher's Guide
	   pp. 25-26, 31, 35, 42
	5th Grade Keyboarding Teacher's Guide
	   pp. 25-26, 31, 35, 42

3. Research and information fluency	Resource and Location
Students apply digital tools to gather, evaluate, and use information.	
a. Plan strategies to guide inquiry	

b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media	Teacher's Guides
	
	Kindergarten Keyboarding Teacher's Guide,
	   pp. 22, 44
	1st Grade Keyboarding Teacher's Guide,
	   pp. 25, 47
	2nd Grade Keyboarding Teacher's Guide,
	   pp. 24, 25, 45
	3rd Grade Keyboarding Teacher's Guide
	   pp. 23, 25, 31-32, 35-36, 46
	4th Grade Keyboarding Teacher's Guide
	   pp. 23, 25, 30-31, 34-35, 44
	5th Grade Keyboarding Teacher's Guide
	   pp. 23, 25, 30-31, 34-35, 44

	Student Resources Keyboarding (Grade 3) Keyboarding Success (Grade 4) Can-Do Keyboarding (Grade 5)

c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks	**Teacher's Guides**
	Kindergarten Keyboarding Teacher's Guide,
	    pp. 22, 43- 44
	1ˢᵗ Grade Keyboarding Teacher's Guide,
	    pp. 24-25, 31, 43, 46-47
	2ⁿᵈ Grade Keyboarding Teacher's Guide,
	    pp. 24-25, 30-31, 41, 44-45
	3ʳᵈ Grade Keyboarding Teacher's Guide
	    pp. 23, 25, 27, 31-32, 35-36, 44-46
	4ᵗʰ Grade Keyboarding Teacher's Guide
	    pp. 23, 25-26, 30-31, 34-35, 42-44
	5ᵗʰ Grade Keyboarding Teacher's Guide
	    pp. 23, 25-26, 30-31, 34-35, 42-44
	
	Student Resources
	Keyboarding (Grade 3)
	Keyboarding Success (Grade 4)
	Can-Do Keyboarding (Grade 5)

d. Process data and report results	**Student Resources** Keys for Me (Grade K) My Keying Board (Grade 1) Key Power (Grade 2) Keyboarding (Grade 3) Keyboarding Success (Grade 4) Can-Do Keyboarding (Grade 5)

4. Critical thinking, problem solving, and decision making	Resource and Location
Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.	
a. Identify and define authentic problems and significant questions for investigation	

b. Plan and manage activities to develop a solution or complete a project	<u>Teacher's Guides</u>
	Kindergarten Keyboarding Teacher's Guide,
	    pp. 22, 43-44
	1ˢᵗ Grade Keyboarding Teacher's Guide,
	    pp. 24-25, 31, 43, 46-47
	2ⁿᵈ Grade Keyboarding Teacher's Guide,
	    pp. 24-25, 30-31, 41, 44-45
	3ʳᵈ Grade Keyboarding Teacher's Guide
	    pp. 23, 25, 27, 31-32, 35-36, 44-46
	4ᵗʰ Grade Keyboarding Teacher's Guide
	    pp. 23, 25-26, 30-31, 34-35, 42-44
	5ᵗʰ Grade Keyboarding Teacher's Guide
	    pp. 23, 25-26, 30-31, 34-35, 42-44

c. Collect and analyze data to identify solutions and/or make informed decisions	
d. Use multiple processes and diverse perspectives to explore alternative solutions	

5. Digital citizenship	Resource and Location
Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.	

a. Advocate and practice safe, legal, and responsible use of information and technology	<u>Teacher's Guides</u>
	Kindergarten Keyboarding Teacher's Guide,
	    pp. 18-22, 30
	1ˢᵗ Grade Keyboarding Teacher's Guide,
	    pp. 20-25, 32
	2ⁿᵈ Grade Keyboarding Teacher's Guide,
	    pp. 20-26, 32

	3ʳᵈ Grade Keyboarding Teacher's Guide 　　pp. 22-29, 30-36, 40 *4ᵗʰ Grade Keyboarding Teacher's Guide* 　　pp. 22-29, 30-35, 38 *5ᵗʰ Grade Keyboarding Teacher's Guide* 　　pp. 22-29, 30-35, 38 **Student Resources** Build Mat Man Online Game Wet-Dry-Try App (Classroom Edition) Keys for Me (Grade K) My Keying Board (Grade 1) Key Power (Grade 2) Keyboarding (Grade 3) Keyboarding Success (Grade 4) Can-Do Keyboarding (Grade 5)
b.　Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity	**Teacher's Guides** *Kindergarten Keyboarding Teacher's Guide*, 　　pp. 18-22, 28-30, 41, 43-44 *1ˢᵗ Grade Keyboarding Teacher's Guide*, 　　pp. 20-21, 23-25, 30-32, 43, 46-47 *2ⁿᵈ Grade Keyboarding Teacher's Guide*, 　　pp. 20-25, 30-32, 41, 44-45 *3ʳᵈ Grade Keyboarding Teacher's Guide* 　　pp. 22-25, 27-36, 40, 44-46 *4ᵗʰ Grade Keyboarding Teacher's Guide* 　　pp. 22-35, 38, 42-44 *5ᵗʰ Grade Keyboarding Teacher's Guide* 　　pp. 22-35, 38, 42-44 **Student Resources** Keys for Me (Grade K)

	My Keying Board (Grade 1)
	Key Power (Grade 2)
	Keyboarding (Grade 3)
	Keyboarding Success (Grade 4)
	Can-Do Keyboarding (Grade 5)
c. Demonstrate personal responsibility for lifelong learning	
d. Exhibit leadership for digital citizenship	

6. Technology operations and concepts	Resource and Location
Students demonstrate a sound understanding of technology concepts, systems, and operations.	

a. Understand and use technology systems	**Teacher's Guides**
	Kindergarten Keyboarding Teacher's Guide,
	      pp. 19, 22, 28-30
	1st Grade Keyboarding Teacher's Guide,
	      pp. 21, 24-25, 30-32
	2nd Grade Keyboarding Teacher's Guide,
	      pp. 21, 24-25, 30-32
	3rd Grade Keyboarding Teacher's Guide
	      pp. 23, 25, 27-36, 40
	4th Grade Keyboarding Teacher's Guide
	      pp. 23, 25-35, 38
	5th Grade Keyboarding Teacher's Guide
	      pp. 23, 25-35, 38
	
	Student Resources
	Build Mat Man Online Game
	Wet-Dry-Try App (Classroom Edition)
	Keys for Me (Grade K)
	My Keying Board (Grade 1)

	Key Power (Grade 2) Keyboarding (Grade 3) Keyboarding Success (Grade 4) Can-Do Keyboarding (Grade 5)
b. Select and use applications effectively and productively	**Student Resources** Build Mat Man Online Game Wet-Dry-Try App (Classroom Edition)
c. Troubleshoot systems and applications	
d. Transfer current knowledge to learning of new technologies	

KEYBOARDING
Without Tears®

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