

EDUCATE

Holy Spirit Graduate Competency	Grade 1 Competency	Grade 2 Competency	Grade 3 Competency
<p>Create, publish and share a variety of media content to communicate and connect with others and to continue lifelong learning.</p>	<p>Students will begin saving their own files as they explore a media program (could include, but not limited to, Kidpix, Pixie or MSpaint)</p>	<p>Students will begin working with digital media. They will create with media to produce content and be able to save their own files.</p>	<p>Students will be able to create digital content to share student learning with others. Software could include, but not limited to, Kidpix, blog, and other forms of media</p>
<p>Select digital tools or resources to solve a problem (personal, social, lifelong learning, or career) and evaluate the selection based on its effectiveness.</p>	<p>Students will be introduced to a variety of digital tools. These could include: Kidpix, Pixie, MSPaint, and Story Jumper.</p>	<p>Students will use a digital tool to perform a given task. They will be exploring the uses of a digital tool through the year.</p>	<p>Students will begin using a teacher provided selection of digital tools to complete a task. eg. Power Point to showcase a science experiment or create a video to demonstrate a behaviour.</p>
<p>Configure, navigate and troubleshoot hardware, software, and network systems to optimize learning and productivity.</p>	<p>Students will turn on and shut down their devices properly.</p>	<p>Students will turn on, log in, save files and shut down their devices properly.</p>	<p>Students will turn on, log in, save files in a specific location and shut their devices down properly.</p>