



Information and Communications Technology

GRADE LEVEL: Kindergarten

SCHOOL YEAR: 2026-2027

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COURSE DESCRIPTION

The Kindergarten Information and Communications Technology (ICT) course introduces young learners to technology through **play, exploration, creativity, movement, communication, and guided discovery**. Students will become familiar with age-appropriate digital devices and technology tools while developing foundational skills needed for responsible and meaningful technology use.

The course focuses on four major areas of child development:

1. **Physical and Psychomotor Development** – developing hand-eye coordination, fine-motor control, mouse and keyboard skills, and appropriate interaction with digital devices.
2. **Cognitive Development** – developing observation, classification, sequencing, problem-solving, creativity, and logical thinking.
3. **Language and Communication** – learning technology-related vocabulary, following directions, expressing ideas, and communicating through age-appropriate digital activities.
4. **Social-Emotional Development** – practicing cooperation, patience, responsibility, digital kindness, self-control, and safe and respectful technology use.

Technology will be presented as a **tool for learning, creating, communicating, and exploring**, rather than simply as a source of entertainment.

COURSE GOALS

By the end of the Kindergarten ICT program, students will:

- Recognize common digital devices and basic technology tools.
- Demonstrate safe and proper ways of handling computers, tablets, headphones, and other classroom technology.
- Develop basic mouse, keyboard, touchscreen, and other age-appropriate device skills.
- Improve hand-eye coordination and fine-motor control through technology-based activities.
- Explore digital drawing, coloring, storytelling, music, photography, and simple multimedia activities.
- Develop basic problem-solving, sequencing, matching, sorting, and pattern-recognition skills.
- Use simple technology vocabulary when communicating about digital tools and activities.
- Follow simple instructions and classroom technology routines.
- Work cooperatively with classmates during technology activities.
- Demonstrate patience, sharing, turn-taking, and responsible use of technology.
- Begin to understand concepts of privacy, safety, kindness, and responsible digital behavior.
- Use technology creatively to express ideas, feelings, and experiences.

DEVELOPMENTAL LEARNING AREAS

A. Physical and Psychomotor Skills

Students will:

- Practice corrects sitting and working positions.
- Develop hand-eye coordination.
- Practice clicking, dragging, tapping, and scrolling.
- Develop basic keyboard awareness.
- Practice controlled mouse movements.
- Strengthen fine-motor skills through digital drawing and interactive activities.
- Learn how to safely carry, place, and use digital devices.
- Use headphones appropriately.
- Participate in movement activities connected to technology concepts.

B. Cognitive Thinking

Students will:

- Identify and classify technology devices.
- Recognize similarities and differences.
- Follow simple sequences and patterns.
- Practice cause-and-effect thinking.
- Solve age-appropriate digital puzzles.
- Explore simple coding and sequencing concepts.
- Predict what may happen when interacting with digital objects.
- Develop creativity through digital art and multimedia.
- Make choices and explain simple reasons for their choices.

C. Language and Communication

Students will:

- Learn basic ICT vocabulary.
- Name common computer and technology components.
- Follow one- and two-step instructions.
- Describe what they see and do on a screen.
- Tell simple stories using digital images.
- Communicate ideas during partner and group activities.
- Practice listening and responding appropriately.
- Use technology-related words in classroom conversations.

D. Social-Emotional Well-Being

Students will:

- Practice taking turns when using technology.
 - Share devices and classroom resources responsibly.
 - Ask for help appropriately.
 - Demonstrate patience when completing activities.
 - Respect classmates' work and ideas.
 - Practice kindness and appropriate digital behavior.
 - Understand that technology should be used safely and responsibly.
 - Recognize when they should ask a trusted adult for assistance.
 - Develop confidence when exploring new technology.
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SEMESTER 1 – DISCOVERING TECHNOLOGY

Theme: "I Can Explore Technology"

The first semester introduces students to technology, classroom routines, basic devices, and foundational computer skills.

Week & Date	Topics / Learning Experiences	Developmental Focus
Week 1 Aug 10 - 14	Monday Class Preparation ~ Student Holiday Tuesday Morning Assembly Friday Opening Mass & Assumption of Our Lady 8:00	Social-emotional, language
Week 2 Aug 17 - 21	Welcome to ICT – What is technology? Exploring the ICT classroom and technology rules	
Week 3 Aug 24 - 28	Meet the Computer – Monitor, keyboard, mouse, speakers, headphones, and other basic parts	Cognitive, language
Week 4 Aug 31 - Sep 4		
Week 5 Sep 7 - 11	Technology Safety – Safe hands, safe sitting, carrying devices, and asking adults for help	Physical, social-emotional
Week 6 Sep 14 - 18		
Week 7 Sep 21 - 25	T-W-Th Pre-Exam Days Friday Moon Festival ~ Public Holiday Monday Confucius' Birthday ~ Public Holiday Thursday Major Exams Day 1 Friday Major Exams Day 2	Physical/psychomotor
Week 8 Sep 28 - Oct 2	Mouse Adventures – Moving, clicking, double-clicking, and dragging	
Week 9 Oct 5 - 9	Monday Record Day ~ Student Holiday T-W-Th Teachers Conference ~ Student Holiday Friday Double 10 Day ~ Public Holiday	

Week & Date	Topics / Learning Experiences	Developmental Focus
Week 1 (10) Oct 12 - 16 Week 2 (11) Oct 19 - 23	Monday Retrocession Day ~ Public Holiday Keyboard Fun – Letters, numbers, spacebar, Enter, and simple name recognition	Physical, cognitive, language
Week 3 (12) Oct 26 - 30 Week 4 (13) Nov 2 - 6	Colors and Shapes on the Computer – Digital matching, coloring, and shape activities	Cognitive, psychomotor
Week 5 (14) Nov 9 - 13	Digital Drawing – Lines, shapes, colors, and simple pictures	Creativity, psychomotor
Week 6 (15) Nov 16 - 20		
Week 7 (16) Nov 23 - 27	T-W-Th Pre-Exam Days Friday Grade 12 Exams Monday Grade 12 Exams	All developmental areas
Week 8 (17) Nov 30 - Dec 4	Monday TBD Tuesday Foundation Day Mass 9:00, Cutting of the Cake Ceremony, Christmas Fair, (Whole day) Wednesday TBD	
Week 9 (18) Dec 7 – Dec 11	Thursday Major Final Exams half day Friday Major Final Exams half day Semester 1 Review and Digital Creation – Create and share a simple digital artwork	
Dec 14 to Jan 1 Christmas Break		

Semester 1 Learning Outcomes

By the end of Semester 1, students should be able to:

- Identify several common technology devices.
- Identify basic computer components.
- Demonstrate safe ICT classroom behavior.
- Use a mouse or touchscreen with increasing control.
- Locate selected keys on a keyboard.
- Follow basic digital instructions.
- Create a simple digital drawing.
- Participate appropriately in individual and partner technology activities.

SEMESTER 2 – CREATING, THINKING, AND COMMUNICATING WITH TECHNOLOGY

Theme: "I Can Create with Technology"

The second semester builds on foundational skills and introduces students to creativity, digital storytelling, simple coding concepts, multimedia, collaboration, and responsible technology use.

Week & Date	Topics / Learning Experiences	Developmental Focus
Week 1 (19) Jan 4 - Jan 8	Monday Record Day ~ Student Holiday Friday New Year Mass at 8:00	All areas
Week 2 (20) Jan 11 - Jan 15	Technology Review – Device recognition, safety, and classroom routines	
Week 3 (21) Jan 18 - Jan 22	Digital Art and Creativity – Drawing, coloring, shapes, stamps, and simple designs	Psychomotor, creativity
Week 4 (22) Jan 25 - Jan 29		
Week 5 (23) Feb 1 - Feb 5	Thursday Little New Year's Eve ~ Public Holiday Friday Lunar New Year ~ Public Holiday My Digital Story – Creating a simple story using pictures	Language, cognitive
February 8 to 12 Chinese New Year Holiday		
Week 6 (24) Feb 15 - Feb 19	22-26 IOWA Assessments	Cognitive, social-emotional
Week 7 (25) Feb 22 - Feb 26	Pictures and Photography – Exploring images and responsible use of cameras/tablets	
Week 8 (26) Mar 1 - Mar 5	Monday Memorial Day ~ Public Holiday T-W-Th Pre-Exam Days	Language, physical, creative
Week 9 (27) Mar 8 - Mar 12	Sounds and Music – Exploring sound, rhythm, voice, and simple digital music activities	
Week 10 (28) Mar 15 - Mar 19	Tuesday Major Final Exams half day Wednesday Major Final Exams half day Thurs - Fri Easter Break (Spring Break) ~ Public Holiday	Cognitive
Week 11 (29) Mar 22- Mar 26	Patterns and Sequencing – Ordering pictures, actions, and events	
March 25 to April 2 Easter & Spring Break		

Week & Date	Topics / Projects / Assessments	
Week 1 (30) Apr 5 - Apr 9	Monday Tomb Sweeping Day ~ Public Holiday	Cognitive, psychomotor
Week 2 (31) Apr 12 - Apr 16	Tuesday Children's Day ~ Public Holiday My First Coding Experience – Directions, commands, movement, and simple block-based sequencing	
Week 3 (32) Apr 19 - Apr 23	19 - 23 AP Mock Exams	Social-emotional
Week 4 (33) Apr 26 - Apr 30	T-W-Th Pre-Exam Days Friday Labor Day ~ Public Holiday Technology and Teamwork – Partner activities, sharing, turn-taking, and collaborative digital projects	
Week 5 (34) May 3 - May 7	3 - 7 Final Exams (K, Gr. 5, 8, & 12 Only)	All developmental areas
Week 6 (35) May 10 - May 14	3 - 14 AP Exams 3 - 14 AP Exams Wednesday Major Final Exams Undergraduates half day Thursday Major Final Exams Undergraduates half day Friday Record Day ~ Student Holiday My Technology Project – Simple digital creation and presentation	
Week 7 (36) May 17 - May 21	Monday Gr. 12 Recollection (Morning) Monday Baccalaureate Mass (Afternoon, Schoolwide) Wednesday House Sports Day	
Week 8 (37) May 24 - May 28	Thursday High School Field Trip Friday House Culminating Activity All Week Student Clearance Days & Special Events Monday Middle & High School Sports Day Monday LS Field Trip Tuesday Kindergarten Graduation/Gr. 5 Promotion Wednesday Gr. 8 Graduation and Gr. 12 Graduation	

	Thursday Pre-Kindergarten & Gr. 1 - 4, 6 & 7, 9-11 Recognition Friday Last Day of School for Students Graduation Preparations/ Practices	
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Semester 2 Learning Outcomes

By the end of Semester 2, students should be able to:

- Use basic digital tools with greater confidence.
- Create simple digital artwork.
- Arrange pictures or events in a logical sequence.
- Create or retell a simple digital story.
- Explore basic coding concepts through movement or block-based activities.
- Participate in simple collaborative technology projects.
- Demonstrate appropriate digital manners.
- Explain simple rules for safe and responsible technology use.
- Share a digital creation with classmates or the teacher.

SAMPLE ICT LEARNING ACTIVITIES

Kindergarten ICT learning should emphasize **short, interactive, hands-on activities** rather than long periods of screen time.

1. Technology Treasure Hunt

Students identify technology devices found in the classroom.

2. Mouse Maze

Students guide a cursor through simple paths to develop hand-eye coordination.

3. Digital Coloring

Students use digital tools to color shapes, animals, or familiar objects.

4. My Name on the Keyboard

Students identify and type letters from their names.

5. Follow the Robot

Students give simple directions such as "move forward," "turn," and "stop."

6. Picture Story

Students arrange digital pictures in the correct order and tell a simple story.

7. Technology Sorting Game

Students sort pictures into categories such as "technology" and "not technology."

8. Digital Show and Tell

Students create a simple digital picture and explain it to the class.

9. Partner Computer Challenge

Two students work together to complete a simple digital puzzle or creative activity.

10. My First Digital Project

Students create a simple digital artwork, story, or presentation with teacher guidance.

RESPONSIBLE TECHNOLOGY USE

Throughout both semesters, students will gradually develop an understanding of:

- **Be Safe** – Use technology carefully and ask an adult for help.
- **Be Kind** – Treat people respectfully when using technology.
- **Be Responsible** – Take care of devices and classroom equipment.

- **Protect Privacy** – Do not share personal information without permission.
- **Ask First** – Ask a trusted adult before using unfamiliar applications or websites.
- **Take Care of Your Body** – Use appropriate posture, distance, and movement breaks.
- **Balance Technology** – Understand that technology is one of many ways to learn and play.

These concepts will be taught through stories, role-playing, classroom routines, songs, games, and teacher modeling.

D'TORCH VALUES INTEGRATION

The ICT program supports the school's D'TORCH values:

D – Dominicans Who Are Truthful

Students practice honesty when using technology and acknowledge their own work.

T – Organized

Students learn to organize digital work, classroom materials, and devices properly.

R – Reflective

Students talk about what they learned, what they created, and how technology helped them learn.

C – Courageous

Students are encouraged to explore unfamiliar technology, try new activities, and learn from mistakes.

H – Helpful

Students assist classmates, share resources, and demonstrate kindness and cooperation.

ASSESSMENT

Assessment will be **developmentally appropriate, observation-based, and activity-centered.**

A. Teacher Observation

Teachers observe students' ability to:

- Follow instructions.
- Handle technology safely.
- Use basic controls.
- Participate in activities.
- Cooperate with classmates.

B. Performance Activities

Students demonstrate skills through:

- Mouse activities
- Keyboard activities
- Digital drawing
- Sequencing activities
- Simple coding activities
- Digital storytelling

C. Student Creations

Examples include:

- Digital drawings
- Digital stories
- Simple patterns
- Digital artwork
- Beginner coding activities

D. Social-Emotional Assessment

Teachers observe:

- Sharing
- Turn-taking
- Patience
- Asking for help
- Respect for others
- Responsible technology behavior

E. Student Reflection

Students may respond to simple prompts such as:

- "What did you learn today?"
- "What did you create?"
- "What was easy?"
- "What was challenging?"
- "How did you help your friend?"

ASSESSMENT GUIDELINES

Student progress may be described using:

Beginning – Requires significant teacher assistance.

Developing – Performs the skill with some assistance.

Progressing – Performs the skill independently in familiar activities.

Extending – Applies the skill creatively or independently in new situations.

Assessment should focus on **growth, participation, confidence, and skill development**, rather than competition or speed.

LEARNING ENVIRONMENT

The Kindergarten ICT classroom should provide:

- Short and purposeful technology sessions.
- Teacher modeling before independent exploration.
- Hands-on and play-based activities.
- Frequent opportunities for movement.
- Individual and partner activities.
- Age-appropriate digital content.
- Clear visual instructions.
- Regular breaks from screens.
- Safe and accessible technology.
- Opportunities for creativity and exploration.

The teacher will balance **screen-based activities with unplugged activities**, including movement games, physical manipulatives, storytelling, drawing, role-play, and collaborative activities.

EXPECTED END-OF-YEAR COMPETENCIES

At the end of kindergarten, students are expected to demonstrate an emerging ability to:

Technology Awareness

- Recognize common digital devices.
- Explain the basic purpose of familiar technology tools.

Digital Skills

- Use a mouse, touchscreen, and keyboard at a beginning level.
- Open and interact with teacher-selected applications.
- Create simple digital content.

Thinking Skills

- Match, sort, sequence, and recognize patterns.
- Follow simple algorithms and commands.
- Solve age-appropriate technology-related problems.

Communication

- Use basic technology vocabulary.
- Explain simple digital creations.
- Listen to and follow technology-related instructions.

Social-Emotional Skills

- Share technology resources.
- Take turns and cooperate with classmates.
- Demonstrate patience and responsibility.
- Ask for help when needed.

Digital Citizenship

- Demonstrate safe and respectful technology behavior.
- Understand that personal information should be protected.
- Recognize that technology should be used responsibly.

OVERALL COURSE GOAL

The Kindergarten ICT program aims to help young learners become **confident, creative, responsible, and curious technology users**. Through age-appropriate exploration and play, students develop foundational digital skills while strengthening their physical coordination, cognitive thinking, communication abilities, creativity, and social-emotional well-being.

Technology becomes a **tool for discovery, expression, collaboration, and learning**, helping students build positive habits and attitudes that will support their continued growth as responsible digital citizens.