

Grade 1

Adopted 2021

Empowered Learner

- 1. Recognize that technology provides the opportunity to enhance relevance, increase confidence, offer authentic choice, and produce positive impacts in learning.** [CSS.EL.K-2.1](#)
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Knowledge Constructor

- 2. Use digital tools (e.g. computers, tablets, cameras, software, 3D printers, etc....) to build knowledge, produce creative artifacts, and make meaningful learning experiences for themselves and others.** [CSS.KC.K-2.2](#)
 3. Identify and use the home row of the keyboard effectively. [CSS.KC.K-2.2.3](#)
 4. Build (use, modify and/or create) collections of digital images and words to communicate learning using a variety of media types. [CSS.KC.K-2.2.4](#)
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Digital Citizen

- 3. Identify the rights, responsibilities, and opportunities of living, learning, and working in an interconnected society and model behaviors that are safe, legal, and ethical.** [CSS.DC.K-2.3](#)
 3. Understand shared information on the Internet can be permanent. [CSS.DC.K-2.3.3](#)
 4. Recognize and avoid harmful behaviors in online environments (e.g. viruses, in-app purchases, cyber-bullying, etc). [CSS.DC.K-2.3.4](#)
 5. Follow safety rules and exhibit responsibility when using a device. [CSS.DC.K-2.3.5](#)
 6. Create an artifact that shows the use of a positive safe behavior when using technology. [CSS.DC.K-2.3.6](#)
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Innovative Designer and Creator

- 4. Use the Design Process (use, modify, create) with a variety of tools to identify and solve problems by creating new, modified, or imaginative solutions.** [CSS.IDC.K-2.4](#)
 4. Recognize that innovation in technology meets a range of needs (3D printing, coding, robotics, drones, etc.). [CSS.IDC.K-2.4.4](#)
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Computational Thinker	<p>5. Develop and employ Computational Thinking strategies (break-down, find patterns, and create algorithms) to identify and solve problems. <i>CSS.CT.K-2.5</i></p> <p>2. Identify patterns. <i>CSS.CT.K-2.5.2</i></p> <p>3. Create and use Algorithms (a set of step-by-step instructions) to complete a task. <i>CSS.CT.K-2.5.3</i></p> <p>4. Use Algorithms (a set of step-by-step instructions) to construct programs (using a block-based programming language or unplugged activities) that accomplish a task as a means of creative expression. <i>CSS.CT.K-2.5.4</i></p> <p>6. Analyze and debug (identify and fix) with or without a computing device. <i>CSS.CT.K-2.5.6</i></p>
Creative Communicator	<p>6. Use digital tools to creatively share and express ideas. <i>CSS.CC.K-2.6</i></p> <p>1. Create a variety of artifacts. <i>CSS.CC.K-2.6.1</i></p> <p>3. Present information using a digital device. <i>CSS.CC.K-2.6.3</i></p>
Global Collaborator	<p>7. Use digital tools to collaborate with others both locally and globally. <i>CSS.GC.K-2.7</i></p> <p>3. Understand features of online environments. <i>CSS.GC.K-2.7.3</i></p>
Reflective Researcher	<p>8. Select appropriate sources to conduct authentic research to produce a relevant and credible product. <i>CSS.RR.K-2.8</i></p> <p>2. Understand that resources on the Internet vary in quality and are found in a variety of places so care is needed in selection. <i>CSS.RR.K-2.8.2</i></p> <p>3. Understand there is an appropriate place to find information to research the answer to a question. <i>CSS.RR.K-2.8.3</i></p>
Digital Awareness	<p>9. Understand how people can use technology. <i>CSS.DA.K-2.9</i></p> <p>5. Identify that technological innovation changes how people live and work. <i>CSS.DA.K-2.9.5</i></p> <p>6. Understand that when you are on a networked device you are connected to other people. <i>CSS.DA.K-2.9.6</i></p> <p>7. Practice using a variety of computing hardware and software to achieve personal learning goals. <i>CSS.DA.K-2.9.7</i></p> <p>8. Identify and describe solutions to simple hardware and software problems (ex. volume control). <i>CSS.DA.K-2.9.8</i></p> <p>9. Describe how technology can impact an individual's life positively and negatively. <i>CSS.DA.K-2.9.9</i></p>