

# Kindergarten

**Networks & Internet  
Networks: link  
computers and devices  
locally and around the  
world allowing people  
to access and  
communicate  
information.** **K.NI**

- 1 Recognize that computing devices can be connected together.** **K.NI.1**

**Hardware & Software:  
Devices, hardware, and  
software work together  
as a system to  
accomplish tasks.** **K.HS**

- 1 Follow directions to use computing devices to perform a variety of appropriate tasks.** **K.HS.1**

**Troubleshooting:  
Strategies for solving  
technology system  
problems.** **K.T**

- 1 Understand technology systems might not work as expected.** **K.T.1**

**Problem Solving &  
Algorithms: Strategies  
for understanding and  
solving problems.** **K.PSA**

- 1 With guidance, determine if a program works.** **K.PSA.1**
- 2 Use trial and error in attempt to solve a problem.** **K.PSA.2**

**Data Creation &  
Analysis: Data can be  
collected, used, and  
presented with  
computing devices or  
digital tools.** **K.DCA**

- 1 With guidance, draw conclusions and make predictions based on picture graphs or patterns with or without a computing device.** **K.DCA.1**

**Development & Design:  
Design processes to  
create new, useful, and  
imaginative solutions to  
problems.** **K.DD**

- 1 With guidance, create programs to follow a sequence.** **K.DD.1**

**Access: Effective search strategies can locate information for intellectual or creative pursuits.** K.A

---

- 1 With guidance, use a keyword search with a teacher selected online resource. K.A.1

**Evaluate: Information sources can be evaluated for accuracy, currency, appropriateness, and purpose.** K.E

---

- 1 Name various information sources. K.E.1

**Create: It is important to both consume and produce information to be digitally literate.** K.C

---

- 1 With guidance, create a digital product. K.C.1

**Intellectual Property: Respect for the rights and obligations of using and sharing intellectual property.** K.IP

---

- 1 Discuss that creative works have owners (copyright). K.IP.1
- 2 Understand that credit should be given to the creator of creative work. K.IP.2

**Impacts of Computing: Past, present, and possible future impact of technology on society.** K.IC

---

- 1 List different ways in which technologies are used in daily life. K.IC.1

**Social Interactions: Technology facilitates collaboration with others.** K.SI

---

- 1 With guidance, use technology to share thinking with teachers or adults. K.SI.1

**Safety & Ethics: There are both positive and negative impacts in social and ethical behaviors for using technology.** K.SE

---

- 1 With guidance, use technology in safe and correct ways. (CYSEC) K.SE.1
- 2 With guidance, use authentication methods to access technology. (CYSEC) K.SE.2

**Responsible Use: Respect and dignity in virtual communities.** K.RU

---

- 1 Discuss positive and negative behaviors when using electronic communication. (CYSEC) K.RU.1
- 2 With guidance, identify appropriate manners while participating in an online community. K.RU.2

---

**4 Comply with Acceptable Use Policies.** K.RU.4

---

**Digital Identity:  
Responsibilities and  
opportunities of living,  
learning, and working in  
an interconnected  
digital world.** DI

**No standards at this level.**