

Grade 2

Adopted 2015

Research and Digital Literacy

1: Students use technology to locate, organize, evaluate and analyze information. ET.RL.1

1. Collect information from several teacher-selected sources. 2.ET.RL.1.1
2. Identify author, date, and subject within different digital sources of information. 2.ET.RL.1.2

2: Students determine the reliability and relevancy of information. ET.RL.2

1. Distinguish between fiction and non-fiction. 2.ET.RL.2.1

Critical Thinking, Problem-Solving and Decision-Making

1: Students analyze the relationship of technology in careers, communities, and society. ET.CT.1

1. Identify technologies used in the home, school, and/or community. 2.ET.CT.1.1

2: Students demonstrate the design process through problem solving. ET.CT.2

1. Differentiate among given alternatives to solve a problem. 2.ET.CT.2.1

3: Students evaluate and select technology tools based on the specific tasks. ET.CT.3

1. Identify an appropriate tool for a given task. 2.ET.CT.3.1

Digital Citizenship

1: Students analyze the safe, ethical, legal, and societal issues related to technology. ET.DC.1

1. Interpret ownership rights of technology created work. 2.ET.DC.1.1
2. Apply appropriate and safe technology behaviors. 2.ET.DC.1.2
4. Demonstrate awareness of proper online behaviors. 2.ET.DC.1.4

Technology Operations and Concepts

1: Students interpret the history and progression of technology. ET.OC.1

1. Connect how technology has evolved from natural to human-made tools. 2.ET.OC.1.1
2. Investigate which technology tool is most effective to complete a given task. 2.ET.OC.1.2

2: Students analyze the parts of a technological system. ET.OC.2

1. Define each component in a technological system. 2.ET.OC.2.1
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3: Students demonstrate skills in utilizing technological systems. ET.OC.3

1. Implement grade-level appropriate technology vocabulary. 2.ET.OC.3.1
 2. Choose the appropriate input/output device to complete a given task. 2.ET.OC.3.2
 3. Show how to retrieve a saved file. 2.ET.OC.3.3
 4. Demonstrate use of proper finger placement on all letters and punctuation. 2.ET.OC.3.4
 5. Construct 2-3 sentences or a paragraph in one sitting. 2.ET.OC.3.5
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Creativity and Innovation

1: Students use technology to generate ideas and promote creativity. ET.CI.1

1. Illustrate original ideas through the use of a variety of media. 2.ET.CI.1.1
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Communication and Collaboration

1: Students use technology to communicate with others. ET.CC.1

1. Communicate through the use of digital tools within the classroom. 2.ET.CC.1.1
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2: Students use technology to collaborate for an identified purpose. ET.CC.2

1. Collaborate with others using technology tools. 2.ET.CC.2.1