

Kindergarten

Empowered Learner

Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.

- 1 Students will develop technology strategies to achieve and reflect on learning goals to improve outcomes. [K.ET.EL.1](#)
 - 1 Demonstrate an understanding of how to create learning goals. [K.ET.EL.1.1](#)
 - 2 Recognize technology as a tool to help achieve learning goals. [K.ET.EL.1.2](#)
 - 2 With or without support, students build networks of experts and peers to enhance their learning. [K.ET.EL.2](#)
 - 1 Participate in teacher-led collaboration with peers and experts using video, audio, and text-based resources. [K.ET.EL.2.1](#)
 - 3 Students improve learning by seeking feedback from others using digital tools and other resources to demonstrate learning in a variety of ways. [K.ET.EL.3](#)
 - 1 Identify and explore feedback from peers and make improvements. [K.ET.EL.3.1](#)
 - 4 Students demonstrate an understanding of how technology works, know how to independently troubleshoot, and are not afraid to take a risk in choosing and utilizing new or current technologies for learning. [K.ET.EL.4](#)
 - 1 Utilize grade-level appropriate technology vocabulary. [K.ET.EL.4.1](#)
 - 2 Demonstrate troubleshooting techniques when appropriate. [K.ET.EL.4.2](#)
 - 3 Demonstrate an understanding of user input options to achieve the desired output from the device. [K.ET.EL.4.3](#)
 - 4 Recognize letters and numbers on a keyboard. [K.ET.EL.4.4](#)
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Computational Thinker

Students develop and employ strategies for demonstrating an understanding of and solving problems in ways that leverage the power of technological methods to develop and test solutions.

- 1 Students select appropriate technology to analyze data, create models, and problem-solve through the use of logical thinking. **K.ET.CT.1**
 - 1 With support, create a model or graph to express possible solutions to a problem. **K.ET.CT.1.1**
 - 2 Students use the computational thought process to represent data, deconstruct problems, identify key information, and formulate solutions. **K.ET.CT.2**
 - 1 With support, use materials to explore data and suggest a solution. **K.ET.CT.2.1**
 - 3 Students will recognize basic concepts of automation including decomposition, abstraction, use algorithmic thinking, and pattern recognition. **K.ET.CT.3**
 - 1 Break down everyday problems or routines into smaller, more manageable steps. (Basic coding) **K.ET.CT.3.1**
 - 2 Demonstrate an understanding and apply student and teacher-led directions including forward, backward, right, left, up, and down. **K.ET.CT.3.2**
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Digital Citizen

Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.

- 1 Students will demonstrate an understanding of the importance of creating and maintaining a positive online identity and the permanence and future impact of their online and offline decisions when using digital technology. **K.ET.DC.1**
 - 1 Recognize positive daily etiquette in relation to positive online etiquette. **K.ET.DC.1.1**
 - 2 Students will practice positive, safe, legal, and ethical behavior when using technology. **K.ET.DC.2**
 - 1 Define digital citizenship. **K.ET.DC.2.1**
 - 2 Identify appropriate and safe behaviors in real-world situations. **K.ET.DC.2.2**
 - 3 With guidance, practice ways to be safe online as it relates to a given task and application. **K.ET.DC.2.3**
 - 3 Students demonstrate and promote respect for using and sharing the intellectual property of others and themselves. **K.ET.DC.3**
 - 1 Demonstrate an understanding that digital resources (videos, images, text) are created by others and must be used respectfully. **K.ET.DC.3.1**
 - 4 Students demonstrate an understanding of how personal data is collected, tracked, and used, how to maintain privacy, and how to safely share it online. **K.ET.DC.4**
 - 1 Identify what information is considered “personal data”. **K.ET.DC.4.1**
 - 2 Demonstrate an understanding of how to stay safe online by evaluating situations when information should and should not be shared. **K.ET.DC.4.2**
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Innovative Designer

Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.

- 1 With or without the use of technology, students can apply a design process to generate ideas, consider possible solutions, create a plan to solve a problem, and share their innovative ideas with others. **K.ET.ID.1**
 - 1 Describe a problem found within the classroom and express an understanding of why it is a problem. **K.ET.ID.1.1**
 - 2 Utilize a digital tool to assist in sharing solution ideas with others. **K.ET.ID.1.2**
 - 2 Students persevere when researching and solving open-ended problems and use trial-and-error strategies to test and refine prototypes. **K.ET.ID.2**
 - 1 With support, examine the possible issues of a suggested solution or prototype. **K.ET.ID.2.1**
 - 2 Demonstrate perseverance when completing a challenging task even when a task fails. **K.ET.ID.2.2**
 - 3 Verbally share suggested improvements to be made to the solution or prototype. **K.ET.ID.2.3**
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Creative Communicator

Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.

- 1 Students evaluate and select a variety of platforms and tools to create products and communicate with others to appropriately complete tasks. **K.ET.CC.1**
 - 1 Select the most appropriate creation tool from a teacher-generated collection. **K.ET.CC.1.1**
 - 2 Students create original artifacts or responsibly remix or repurpose existing digital resources. **K.ET.CC.2**
 - 1 Use various materials to create a display of physical items to introduce the concepts of cut, copy, and paste. **K.ET.CC.2.1**
 - 3 Students select the appropriate medium and communicate clear, complex ideas through the use of visualizations for an intended audience. **K.ET.CC.3**
 - 1 Define the term audience as it applies to digital communications. **K.ET.CC.3.1**
 - 2 Compare and contrast different audiences and the effects this has on communication strategies. **K.ET.CC.3.2**
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Global Collaborator

Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.

- 1 Students will use collaborative digital tools to connect with people of different backgrounds, cultures, and points of view to examine local, national, and global issues. **K.ET.GC.1**
 - 1 With support, recognize examples of diversity through the use of images, videos, and texts. **K.ET.GC.1.1**
 - 2 Identify specific differences between community issues and world issues. **K.ET.GC.1.2**
 - 2 In a collaborative team, students will perform a variety of roles to complete a project or solve a problem using digital tools. **K.ET.GC.2**
 - 1 Identify and apply various roles within a group to complete a collaborative task. **K.ET.GC.2.1**
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Knowledge Constructor

Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.

- 1 Students employ appropriate research techniques to effectively locate credible resources to help them in the learning process. **K.ET.KC.1**
 - 1 With support, identify where information can be found. **K.ET.KC.1.1**
 - 2 Demonstrate an understanding of the components that make a source credible by following teacher-selected examples. **K.ET.KC.1.2**
- 2 Students learn how to evaluate sources for currency, authority, accuracy, perspective and relevance. **K.ET.KC.2**
 - 1 Identify the difference between fiction and non-fiction. **K.ET.KC.2.1**
 - 2 With support, begin to recognize fact and opinion. **K.ET.KC.2.2**
- 3 Students use a variety of strategies and digital tools to organize information and make meaningful connections. **K.ET.KC.3**
 - 1 With support, identify tools that can assist in organizing information. **K.ET.KC.3.1**
- 4 Students use digital tools to explore real world problems and issues and pursue potential solutions. **K.ET.KC.4**
 - 1 As a class, identify examples of real-world problems. **K.ET.KC.4.1**