

Grades K-2

Empowered Learner (EL) K-2.1

- 1 Students leverage technologies, including assistive technologies, to take an active role in choosing, achieving, and demonstrating competency in their learning goals, informed by the learning sciences.** K-2.1.1
 - A** Students articulate and set personal learning goals, develop strategies leveraging technology to achieve them, and reflect on the learning process itself to improve learning outcomes. K-2.1.1.A
 - 1** In collaboration with an educator, students consider and set personal learning goals and use appropriate technologies to demonstrate knowledge and reflection of the learning process. K-2.1.1.A.1
 - B** Build networks and customize their learning environments in ways that support the learning process. K-2.1.1.B
 - 1** With guidance from an educator, students explore various technologies that can be used to connect to others or customize learning environments to enhance their learning. K-2.1.1.B.1
 - C** Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. K-2.1.1.C
 - 1** With guidance from an educator, students recognize feedback from both people and technologies, make improvements, and use appropriate technologies to share their learning. K-2.1.1.C.1
 - D** Understand the various fundamental concepts of technology operations, demonstrate the ability to choose, use, and troubleshoot technologies and transfer knowledge to explore emerging technologies. K-2.1.1.D
 - 1** With guidance from an educator, students use a variety of appropriate technologies that help them in their learning and begin to demonstrate an understanding of how knowledge can be transferred between technologies. K-2.1.1.D.1
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Digital Citizen (DC) K-2.2

- 1 Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act in ways that are safe, legal, and ethical. K-2.2.1**
 - A Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world. K-2.2.1.A**
 - 1 Students practice responsible use of technology through teacher-guided online activities and interactions to understand how the digital space impacts their life. K-2.2.1.A.1**
 - B Engage in positive, safe, legal, and ethical behavior when using technology, including social interactions online or when using networked devices. K-2.2.1.B**
 - 1 Students learn how to be careful when using devices and how to be safe online, follow safety rules when using the Internet, and collaborate with others. K-2.2.1.B.1**
 - C Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property. K-2.2.1.C**
 - 1 Students learn about ownership and sharing of information, and how to respect the work of others. K-2.2.1.C.1**
 - D Manage their personal data to maintain digital privacy and security and are aware of data collection technology used to track their activity online. K-2.2.1.D**
 - 1 Students learn about personal data and demonstrate an understanding that technology is all around them and the importance of keeping their personal data private. K-2.2.1.D.1**
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**Knowledge Constructor
(KC)** K-2.3

- 1 Students critically curate a variety of digital resources using appropriate technologies, including assistive technologies, to construct knowledge, produce creative digital works, and make meaningful learning experiences for themselves and others.** K-2.3.1
 - A** Plan and employ effective research strategies to locate information and other digital sources for their intellectual or creative pursuits. K-2.3.1.A
 - 1** Students learn how to use digital sources contained within a classroom platform or otherwise provided by the teacher, to find information on topics of academic and personal interests. K-2.3.1.A.1
 - B** Evaluate the accuracy, perspective, credibility, and relevance of information, media, data, and other digital sources. K-2.3.1.B
 - 1** Students learn how to evaluate digital sources using an age appropriate criteria. K-2.3.1.B.1
 - C** Curate information from digital sources using a variety of tools and methods to create collections of resources that demonstrate meaningful connections or conclusions. K-2.3.1.C
 - 1** Students have opportunities to explore a variety of teacher-selected tools to organize information and make connections to their learning. K-2.3.1.C.1
 - D** Actively explore real-world issues and problems, develop ideas and theories, and pursue answers and solutions. K-2.3.1.D
 - 1** Students explore and discuss realworld issues and problems and share their ideas about them with others. K-2.3.1.D.1
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**Innovative Designer
(ID) K-2.4**

1 Students use a variety of technologies, including assistive technologies, within a design process to identify and solve problems by creating new, useful or imaginative solutions or iterations. K-2.4.1

A Know and use appropriate technologies in a purposeful design process for generating ideas, testing theories, creating innovative digital works, or solving authentic problems. K-2.4.1.A

1 With guidance from an educator, students use appropriate digital and nondigital technologies to ask questions, suggest solutions, test ideas to solve problems, and share their learning through a creative artifact. K-2.4.1.A.1

B Select and use appropriate technologies to plan and manage a design process that considers design constraints and calculated risks. K-2.4.1.B

1 With guidance from an educator, students select and use appropriate digital and nondigital technologies in a design process and are aware of the systematic process of designing. K-2.4.1.B.1

C Use appropriate technologies to develop, test, and refine prototypes as part of a cyclical design process. K-2.4.1.C

1 With guidance from an educator, students use the appropriate digital and nondigital technologies in a cyclical design process to develop ideas or creations, test, and refine if necessary. K-2.4.1.C.1

D Exhibit a tolerance for ambiguity, perseverance, and the capacity to work with open-ended problems. K-2.4.1.D

1 With guidance from an educator, students learn how to persevere when working to complete a challenging task. K-2.4.1.D.1

**Computational Thinker
(CT)** K-2.5

- 1 Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods, including those that leverage assistive technologies, to develop and test solutions.** K-2.5.1
 - A** Formulate problem definitions suited for technology-assisted methods such as data analysis, modeling and algorithmic thinking in exploring and finding solutions. K-2.5.1.A
 - 1** With the guidance of an educator, students create, identify, explore, and solve problems by using appropriate technologies to design and test their solutions. K-2.5.1.A.1
 - B** Collect data or identify relevant data sets, use appropriate technologies to analyze them, and represent data in various ways to facilitate problem-solving and decision-making. K-2.5.1.B
 - 1** Students analyze appropriate data and look for similarities in order to identify patterns and categories. K-2.5.1.B.1
 - C** Break problems into component parts, extract key information, and develop descriptive models, using technologies when appropriate, to understand complex systems or facilitate problem-solving. K-2.5.1.C
 - 1** Students learn strategies to break a problem into parts and identify ways to solve the problem using digital and nondigital technologies, when appropriate. K-2.5.1.C.1
 - D** Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions. K-2.5.1.D
 - 1** Students understand how technology is used to make a task easier or repeatable and can identify real-world examples. K-2.5.1.D.1
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**Creative Communicator
(CC)** K-2.6

1 Students communicate clearly and express themselves creatively for a variety of purposes using appropriate technologies (including assistive technologies), styles, formats, and digital media appropriate to their goals. K-2.6.1

A Choose the appropriate technologies and resources for meeting the desired objectives of their creation or communication. K-2.6.1.A

1 Students learn how to select and use appropriate technologies to create products or for communicating with others. K-2.6.1.A.1

B Create original works or responsibly repurpose or remix digital resources into new creations. K-2.6.1.B

1 Students use appropriate technologies to create original works. K-2.6.1.B.1

C Communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models, or simulations. K-2.6.1.C

1 Students share and communicate ideas in a variety of ways—visual, audio, etc. K-2.6.1.C.1

D Publish or present content that customizes the message and medium for the intended audiences. K-2.6.1.D

1 Students select and use appropriate technologies to share ideas with different people. K-2.6.1.D.1

**Global Collaborator
(GC)** K-2.7

1 Students use appropriate technologies, including assistive technologies, to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally. K-2.7.1

- A Use appropriate technologies to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning. K-2.7.1.A
 - 1 With the guidance of an educator, students explore appropriate technologies to safely connect with friends and people outside their neighborhood, city, and areas beyond. K-2.7.1.A.1
- B Use collaborative technologies to work with others, including peers, experts, and community members to examine issues and problems from multiple viewpoints. K-2.7.1.B
 - 1 Students use collaborative technologies to work with others, including peers, school/division personnel, experts, and local community members to consider the perspective of others. K-2.7.1.B.1
- C Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal. K-2.7.1.C
 - 1 Students take on different team roles and use appropriate technologies to complete projects. K-2.7.1.C.1
- D Explore local and global issues and use collaborative technologies to work with others to investigate solutions. K-2.7.1.D
 - 1 Students use collaborative technologies to work with others to understand problems and suggest solutions. K-2.7.1.D.1