

Kindergarten

Navigating the Digital World ¹

1 Digital Communication - Using devices to stay connected with people. ^{1.1}

- 1 Demonstrate kind and respectful behavior when interacting with others through technology. ^{1.1.1}
 - 2 Understand personal accountability and responsibility for online actions. ^{1.1.2}
 - 3 Recognize that their choices online can directly lead to positive or negative outcomes. ^{1.1.3}
 - 4 Understand that online communication (e.g., sending messages or sharing pictures) should always be done with a trusted adult. ^{1.1.4}
-

2 Digital Privacy & Security - Keeping you safe while exploring and learning online. ^{1.2}

- 1 Identify what is personal information (e.g., date of birth, home address) and why it is not shared. ^{1.2.1}
 - 2 Practice being safe online by recognizing safe websites and apps (e.g., familiar icons, simple URLs) and avoiding clicking on links that are not known. ^{1.2.2}
 - 3 Identify common characteristics of advertisements on websites. ^{1.2.3}
-

3 Responsible Use of Technology - Developing good habits to use throughout their digital lives. ^{1.3}

- 1 Explain what is meant by balanced screen time. ^{1.3.1}
 - 2 Describe the difference between owner and creator. ^{1.3.2}
-

Programming Fundamentals ²

1 Computational Thinking - Breaking down big, complex problems into smaller, manageable parts. ^{2.1}

- 1 Identify simple repeating patterns (e.g., colors, shapes, sounds). ^{2.1.1}
- 2 Follow two to three step oral instructions for a familiar task. ^{2.1.2}
- 3 Recount a familiar sequence (e.g., reciting a story, discussing a morning routine). ^{2.1.3}
- 4 Identify what information is needed to solve a basic problem. ^{2.1.4}

2 Designing Algorithms- Creating sets of instructions for solving problems. 2.2

- 1 Replicate a given sequence (e.g., recreate a building block construction, hamburger and hotdog folds). 2.2.1
- 2 Recognize and correct simple errors in a sequence (e.g., missing steps in a building block construction). 2.2.2

3 Develop Programming Skills - Learning to create simple instructions for computers to express ideas. 2.3

- 1 Demonstrate sequencing by using simple instructions (e.g., give instructions to a classmate, guide a robot through a maze). 2.3.1
- 2 Use simple commands (e.g., “go,” “stop,” “turn,” “left,” “right,” “forward”). 2.3.2

Making Decisions with Data 3

1 Data Collection - Gathering and organizing information to understand the importance of data in everyday life. 3.1

- 1 Explain how data can be gathered by using our senses. 3.1.1
- 2 Collect simple data (e.g., weather, birthdays, transportation) using basic methods like counting and tally marks. 3.1.2
- 3 Gather data carefully to ensure it is correct (e.g., counting objects). 3.1.3

2 Data Analysis - Understanding how data can be used to answer questions and make decisions in daily life. 3.2

- 1 Identify and sort by attribute (e.g., color, shape, texture, temperature). 3.2.1
- 2 Count and measure objects. 3.2.2
- 3 Compare data using terms like "more," "less," and "equal". 3.2.3

3 Data Representation - Presenting data in various ways that make the information easier to understand and analyze. 3.3

- 1 Create a simple visualization of data. 3.3.1
- 2 Read data from a visualization (e.g. bar graph, pictograph, tally chart). 3.3.2

Computing Essentials 4

1 Computer Components- Focusing on the basic functions of each part of the computer. 4.1

- 1 Recognize the main peripherals of a computer: mouse, keyboard, and monitor. 4.1.1
- 2 Demonstrate basic use and care of computer equipment (e.g., turning on and off, logging in and out, charging, handling). 4.1.2
- 3 Interact with apps and programs to complete tasks on a computer. 4.1.3
- 4 Respond to basic computer issues by performing simple actions (e.g., locate and press the power button, identify device needs charging) or seeking adult assistance. 4.1.4

2 Digital Literacy- Using a variety of digital tools to create, communicate, collaborate, and apply learning across subjects. 4.2

- 1 Identify common digital tools (e.g., laptop, iPads) and their on-screen elements (e.g., icons, buttons) that aid in learning, creativity, and productivity. 4.2.1
- 2 Check their own digital creations to ensure they meet a simple goal or intention. 4.2.2
- 3 Perform basic digital file actions, such as opening and saving their work. 4.2.3
- 4 Practice typing including locating letter, number, spacebar, and enter/return keys. 4.2.4

3 Connected Devices - Understanding how computers communicate and share information. 4.3

- 1 Identify common wireless symbols (e.g., Wi-Fi, Bluetooth). 4.3.1
- 2 Understand that computers share information with other devices. 4.3.2
- 3 Basic recognition of the internet not working versus a device not working. 4.3.3