

Kindergarten

Communication and Collaboration Strand

1 Develop an understanding of collaborative conversations. SC.K.CC.1

- 1 Provide positive feedback. SC.K.CC.1.1
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Personal Health and Safety Strand

1 Determine safe Internet practices. SC.K.HS.1

- 1 Determine the risks of Internet usage. SC.K.HS.1.1
 - 2 Explore the need for adult permission before using a network-capable device. SC.K.HS.1.2
 - 3 Discuss that a password helps protect the privacy of information. SC.K.HS.1.3
 - 4 Explain that some information is private and should not be shared online or in person. SC.K.HS.1.4
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2 Explore how the use of digital devices can affect your health. SC.K.HS.2

- 1 Explore the impact that technology has on the senses. SC.K.HS.2.1
 - 2 Explore how to create a healthy balance between physical activity and time spent on a digital device. SC.K.HS.2.2
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Computing Components Strand

1 Identify computer components. SC.K.CO.1

- 1 Recognize components of computing devices. SC.K.CO.1.1
 - 2 Identify what types of computer components can be used with senses. SC.K.CO.1.2
 - 3 Identify tools used for creative expression. SC.K.CO.1.3
 - 4 Create a project that expresses thoughts and ideas. SC.K.CO.1.4
 - 5 Explore the keyboard of a computer through Consonant-Vowel-Consonant (CVC) words. SC.K.CO.1.5
 - 6 Recognize that universal icons represent tools or information. SC.K.CO.1.6
 - 7 Discuss proper care for electronic devices. SC.K.CO.1.7
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Programming and Software Engineering Strand

1 Recognize that tasks are completed in a sequential order. SC.K.PE.1

- 1 Discuss how a computer program is a set of instructions made by people to show a computer how to complete a task. SC.K.PE.1.1
- 2 Develop a series of steps to complete a task. Example: Students brainstorm how to make a sandwich. SC.K.PE.1.2

2 Identify data. SC.K.PE.2

- 1 Recognize different types of data. SC.K.PE.2.1
 - 2 Use different data representations to make comparisons. SC.K.PE.2.2
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3 Introduce problem-solving. SC.K.PE.3

- 1 Arrange or sort information. SC.K.PE.3.1
 - 2 Solve problems involving logical order thinking or sequencing with or without technology. SC.K.PE.3.2
 - 3 Observe patterns of daily life and routines. SC.K.PE.3.3
 - 4 Create and use repeating patterns using letters, numbers or symbols. SC.K.PE.3.4
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**Technological Impact
Strand**

1 Introduce the technological progress. SC.K.TI.1

- 1 Explore the use of technology in daily life. SC.K.TI.1.1
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2 Explain the importance of rules. SC.K.TI.2

- 1 Introduce and state the importance of rules. SC.K.TI.2.1