

Grade K

Adopted 2021

Empowered Learner	1. Recognize that technology provides the opportunity to enhance relevance, increase confidence, offer authentic choice, and produce positive impacts in learning. CSS.EL.K-2.1
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Knowledge Constructor	2. Use digital tools (e.g. computers, tablets, cameras, software, 3D printers, etc....) to build knowledge, produce creative artifacts, and make meaningful learning experiences for themselves and others. CSS.KC.K-2.2 1. Recognize the letters, numbers, and basic functions of a keyboard, touchpad/trackpad, mouse, and other input devices. CSS.KC.K-2.2.1
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Digital Citizen	3. Identify the rights, responsibilities, and opportunities of living, learning, and working in an interconnected society and model behaviors that are safe, legal, and ethical. CSS.DC.K-2.3 1. Identify personal information, understand the need to keep it private, and engage in activities keeping personal information private. CSS.DC.K-2.3.1 2. Participate in systems for keeping personal information private and protected (for example: passwords, biometric sensors). CSS.DC.K-2.3.2
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Innovative Designer and Creator	4. Use the Design Process (use, modify, create) with a variety of tools to identify and solve problems by creating new, modified, or imaginative solutions. CSS.IDC.K-2.4 1. Understand that a model is used for developing and testing ideas for a diverse range of users. CSS.IDC.K-2.4.1
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Computational Thinker	5. Develop and employ Computational Thinking strategies (break-down, find patterns, and create algorithms) to identify and solve problems. CSS.CT.K-2.5 2. Identify patterns. CSS.CT.K-2.5.2 4. Use Algorithms (a set of step-by-step instructions) to construct programs (using a block-based programming language or unplugged activities) that accomplish a task as a means of creative expression. CSS.CT.K-2.5.4 5. Identify multiple ways solutions can be applied to solve problems. Vocabulary Term: Abstraction CSS.CT.K-2.5.5
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Creative Communicator

6. Use digital tools to creatively share and express ideas. [CSS.CC.K-2.6](#)

1. Create a variety of artifacts. [CSS.CC.K-2.6.1](#)
 2. Exchange information or ideas clearly and creatively using digital tools while considering audience and intended purpose. [CSS.CC.K-2.6.2](#)
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Global Collaborator

7. Use digital tools to collaborate with others both locally and globally. [CSS.GC.K-2.7](#)

1. Identify technology (hardware and software) that allows collaboration with others. [CSS.GC.K-2.7.1](#)
 2. Use digital tools to connect with individuals from different backgrounds and cultures. [CSS.GC.K-2.7.2](#)
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Reflective Researcher

8. Select appropriate sources to conduct authentic research to produce a relevant and credible product. [CSS.RR.K-2.8](#)

1. Understand that answers to questions can be found through research from a variety of sources. [CSS.RR.K-2.8.1](#)
 2. Understand that resources on the Internet vary in quality and are found in a variety of places so care is needed in selection. [CSS.RR.K-2.8.2](#)
 3. Understand there is an appropriate place to find information to research the answer to a question. [CSS.RR.K-2.8.3](#)
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Digital Awareness

9. Understand how people can use technology. [CSS.DA.K-2.9](#)

1. Understand that technology is everywhere and changes our lives. [CSS.DA.K-2.9.1](#)
2. Understand that there is a connection between people and devices. [CSS.DA.K-2.9.2](#)
3. Practice using and identifying basic hardware and software using accurate terminology. [CSS.DA.K-2.9.3](#)
4. Create simple artifacts using a computing device. [CSS.DA.K-2.9.4](#)