

# Kindergarten

## Computational Thinker

### Algorithms

- 1 List the sequence of events required to solve problems. Examples: Tying shoes, making a sandwich, brushing teeth. [K.1](#)
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### Programming and Development

- 2 Demonstrate use of input devices. Examples: Mouse, touch screen, keyboard. [K.2](#)
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## Citizen of a Digital Culture

### Safety, Privacy, and Security

- 3 Distinguish between private and public information. Example: Your birth date is private; your shirt color is public. [K.3](#)
  - 4 Identify age-appropriate methods for keeping personal information private. Example: Keeping passwords, name, address, and phone number confidential. [K.4](#)
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### Legal and Ethical Behavior

- 5 Demonstrate appropriate behaviors for working with others responsibly and kindly. Examples: Face-to-face collaborative groups or interactions, online interactions, role play. [K.5](#)
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### Impact of Computing

- 6 Recognize ways in which computing devices make certain tasks easier. Examples: Communication, doctor's visits/medical records, maps and directions. [K.6](#)
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## Global Collaborator

### Digital Tools

- 7 Locate letters and numbers on the keyboard. [K.7](#)
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### Collaborative Research

- 8 Present information from a variety of digital resources. [K.8](#)
  - 9 Create a research-based product collaboratively using online digital tools, given specific guidance. Examples: Find simple facts about a specific topic, create a slide that contains facts located in trade books or other sources as a group or with a partner. [K.9](#)
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## Computing Analyst

### Data

- 10 Collect data and organize it in a chart or graph collaboratively. [K.10](#)
- 11 Describe how digital devices save information. [K.11](#)

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## Systems

- 12** Use a variety of digital devices, in both independent and collaborative settings.  
Examples: Interactive boards, tablets, laptops, other handheld devices. **K.12**
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## Innovative Designer

### Design Thinking

- 13** Use a design process in a guided setting to create an artifact or solve a problem.  
Example: Problem - understanding locations on the school campus. Solution - draw paper or digital maps of the school. **K.13**