Alaska Digital Literacy

Grades K-2

Empowered Learning	1	With guidance from an educator, students consider and set personal learning goals and utilize appropriate technologies that will demonstrate knowledge and reflection of the process. K-2.EL.1
	2	With guidance from an educator, students learn about various technologies that can be used to connect to others or make their leaning environments personal and select resources from those available to enhance their learning. K-2.EL.2
	3	With guidance from an educator, students recognize performance feedback from digital tools, make adjustments based on that feedback and use age-appropriate technology to share learning. K-2.EL.3
	4	With guidance from an educator, students explore a variety of technologies that will help them in their learning and begin to demonstrate an understanding of how knowledge can be transferred between tools. K-2.EL.4
Digital Citizenship	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.DC.1
	2	With guidance from an educator, students understand 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.DC.2
	3	With guidance from an educator, students learn about ownership and sharing of information, and how to respect the work of others. K-2.DC.3
	4	With guidance from an educator, students demonstrate an understanding that technology is all around them and the importance of keeping their information private. K-2.DC.4
Knowledge Construction	1	With guidance from an educator, students use digital tools and resources, contained within a classroom platform or otherwise provided by the teacher, to find information on topics of interest. K-2.KC.1
	2	With guidance from an educator, students become familiar with age-appropriate criteria for evaluating digital content. K-2.KC.2
	3	With guidance from an educator, students explore a variety of teacher-selected tools to organize information and make connections to their learning. K-2.KC.3

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	4	With guidance from an educator, students explore real-world issues and problems and share their ideas about them with others. K-2.KC.4
Innovative Design	1	With guidance from an educator, students ask questions, suggest solutions, test ideas to solve problems and share their learning. K-2.ID.1
	2	Students use age-appropriate digital and non-digital tools to design something and are aware of the step-by-step process of designing. K-2.ID.2
	3	Students use a design process to develop ideas or creations, and they test their design and redesign if necessary. K-2.ID.3
	4	Students demonstrate perseverance when working to complete a challenging task. K-2.ID.4
Computational Thinking	1	With guidance from an educator, students identify a problem and select appropriate technology tools to explore and find solutions. K-2.CT.1
	2	With guidance from an educator, students analyze age-appropriate data and look for similarities in order to identify patterns and categories. K-2.CT.2
	3	With guidance from an educator, students break a problem into parts and identify ways to solve the problem. K-2.CT.3
	4	Students understand how technology is used to make a task easier or repeatable and can identify real-world examples. K-2.CT.4
Creative Communication	1	With guidance from an educator, students choose different tools for creating something new or for communicating with others. K-2.CC.1
	2	Students use digital tools to create original works. K-2.CC.2
	3	With guidance from an educator, students share ideas in multiple ways—visual, audio, etc. K-2.CC.3
	4	With guidance from an educator, students select technology to share their ideas with different people. K-2.CC.4
Global Collaboration	1	With guidance from an educator, students use technology tools to work with friends and with people outside their neighborhood, city and beyond. K-2.GC.1
	2	With guidance from an educator, students use technology to communicate with others and to look at problems from different perspectives. K-2.GC.2
	3	With guidance from an educator, students take on different team roles and use age-appropriate technologies to complete projects. K-2.GC.3

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4 **With guidance from an educator, students use age-appropriate technologies to work together to understand problems and suggest solutions.** K-2.GC.4