

K-2

Empowered Learner - Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals, informed by the learning sciences. [K-2.1](#)

- a.** Students, with guidance, consider and set personal learning goals and utilize appropriate technology to demonstrate knowledge and reflect on the learning process. [K-2.1.A](#)
- b.** Students, with guidance, learn about technologies that can be used to connect to others and demonstrate the ability to link purpose with resource(s) to enhance and customize their learning. [K-2.1.B](#)
- c.** Students, with guidance, learn to recognize feedback from both people and features embedded in digital tools, and use age appropriate technology to share learning. [K-2.1.C](#)
- d.** Students, with guidance, learn to recognize commonalities and fundamental structures across digital tools and begin to transfer learning between tools or learning environments. [K-2.1.D](#)

Digital Citizen - Students recognize the rights, responsibilities, and opportunities of living, learning, and working in an interconnected digital world, and they act and model in ways that are safe, legal, and ethical. [K-2.2](#)

- a.** Students, with guidance, discuss and develop their digital identity through responsible use of technology. [K-2.2.A](#)
- b.** Students, with guidance, engage in positive and safe behavior when using devices and working online with others. [K-2.2.B](#)
- c.** Students, with guidance, begin to develop an understanding of ownership, sharing of information, and how to respect the work of others. [K-2.2.C](#)
- d.** Students, with guidance, demonstrate the importance of keeping their information private. [K-2.2.D](#)

Knowledge Constructor - Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts, and make meaningful learning experiences for themselves and others. [K-2.3](#)

- a.** Students, with guidance, use provided digital tools and resources to find information on topics of interest. [K-2.3.A](#)
- b.** Students, with guidance, become familiar with age-appropriate criteria for evaluating digital content. [K-2.3.B](#)
- c.** Students, with guidance, use a variety of provided tools to organize information and make connections to their learning. [K-2.3.C](#)
- d.** Students, with guidance, explore real-world issues and share their ideas about them with others. [K-2.3.D](#)

Innovative Designer -
Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions. **K-2.4**

- a.** Students, with guidance, ask questions, suggest solutions, test ideas to solve problems, and share their learning. **K-2.4.A**
- b.** Students, with guidance, use age appropriate digital and/or nondigital tools to describe the steps in a design process. **K-2.4.B**
- c.** Students, with guidance, use a design process to develop ideas or creations, test their design, and redesign as necessary. **K-2.4.C**
- d.** Students demonstrate perseverance when working to complete a challenging task. **K-2.4.D**

Computational Thinker -
Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions. **K-2.5**

- a.** Students, with guidance, identify a problem and select appropriate technology tools to explore and find solutions. **K-2.5.A**
- b.** Students, with guidance, analyze age appropriate data and look for similarities in order to identify patterns and categories. **K-2.5.B**
- c.** Students, with guidance, break a problem into parts and identify ways to solve the problem. **K-2.5.C**
- d.** Students discuss and develop an understanding of how technology is used to make a task easier or repeatable and can identify real-world examples. **K-2.5.D**

Creative Communicator -
Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals. **K-2.6**

- a.** Students, with guidance, use a variety of tools for creating something new and communicating with others. **K-2.6.A**
- b.** Students, with guidance, create original works using digital tools and resources. **K-2.6.B**
- c.** Students, with guidance, create digital artifacts to share ideas in multiple formats. **K-2.6.C**
- d.** Students, with guidance, select the appropriate technology for sharing their ideas with intended audiences. **K-2.6.D**

Global Collaborator -
Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally. **K-2.7**

- a.** Students, with guidance, use digital tools to work with other learners and get to know people within their local community and beyond. **K-2.7.A**
- b.** Students, with guidance, use technology to communicate with others and to look at problems from different perspectives. **K-2.7.B**
- c.** Students, with guidance, take on various team roles and use age appropriate technology to complete projects. **K-2.7.C**
- d.** Students, with guidance, use age appropriate technology to work together to demonstrate an understanding of local or global issues and suggest possible solutions. **K-2.7.D**