

# Grade 2

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](#)
  3. Identify and use the home row of the keyboard effectively. [CSS.KC.K-2.2.3](#)
  4. Build (use, modify and/or create) collections of digital images and words to communicate learning using a variety of media types. [CSS.KC.K-2.2.4](#)
  5. Analyze collections of digital images and words for how well each collection communicates learning. [CSS.KC.K-2.2.5](#)
  6. Identify a problem of interest to the learner and create a solution using digital tools. [CSS.KC.K-2.2.6](#)
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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](#)
  7. Recognize work that is created by others. [CSS.DC.K-2.3.7](#)
  8. Recognize that credit is given for the work of others found online. [CSS.DC.K-2.3.8](#)
  9. Create an artifact that demonstrates a positive personal digital identity. [CSS.DC.K-2.3.9](#)
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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](#)
  2. Modify an existing model for a specific purpose or for a specific group of users. [CSS.IDC.K-2.4.2](#)
  3. Create and test a model and analyze it from the perspective of an end user. [CSS.IDC.K-2.4.3](#)
  5. Understand that innovation follows a process such as system life cycle, engineering design (use, modify, create) or design thinking (empathize, define, ideate, prototype and test). [CSS.IDC.K-2.4.5](#)
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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*
    1. Recognize that problems can be broken down into smaller parts in order to create a solution. Vocabulary Term: Decompose (to break down) *CSS.CT.K-2.5.1*
    5. Identify multiple ways solutions can be applied to solve problems. Vocabulary Term: Abstraction *CSS.CT.K-2.5.5*
    6. Analyze and debug (identify and fix) with or without a computing device. *CSS.CT.K-2.5.6*
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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*
    3. Present information using a digital device. *CSS.CC.K-2.6.3*
    4. Create artifacts for specific purposes that gives and receives feedback. *CSS.CC.K-2.6.4*
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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*
    3. Understand features of online environments. *CSS.GC.K-2.7.3*
    4. Participate in various roles on a team to work on a common goal and create an inclusive environment. *CSS.GC.K-2.7.4*
    5. Participate in an online collaborative learning environment. *CSS.GC.K-2.7.5*
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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*
    4. Progress from using a teacher developed list of resources, to selecting resources independently. *CSS.RR.K-2.8.4*
    5. Select digital and analog resources, explain why a source was selected, and describe why it was the best source. *CSS.RR.K-2.8.5*
    6. Collect and organize data. *CSS.RR.K-2.8.6*
    7. Create a product of research collaboratively or independently. (e.g., table of data, writing assignment, collection of resources). *CSS.RR.K-2.8.7*
    8. Create and share a research project reflecting and crediting a variety of quality resources. *CSS.RR.K-2.8.8*
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## Digital Awareness

### 9. Understand how people can use technology. CSS.DA.K-2.9

10. Use devices appropriately. CSS.DA.K-2.9.10

11. Choose and use appropriate hardware and software tools for a given purpose using accurate terminology. CSS.DA.K-2.9.11