

# 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