

Grades K-2

COMPUTATIONAL THINKING (CT)

Computing Systems

- 1 Recognize that software is required to control all computing devices (e.g. programs, browsers, websites, apps). [K-2.CT.1.1](#)
 - 2 Use digital tools to create original artifacts. [K-2.CT.1.2](#)
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Data and Analysis

- 1 Classify and sort information into useful order without using a computer (e.g. sorting objects by various attributes). [K-2.CT.2.1](#)
 - 2 Demonstrate that computing devices save information as data that can be stored, searched, retrieved, modified, and deleted. [K-2.CT.2.2](#)
 - 3 Recognize performance feedback from digital tools, make adjustments based on that feedback and use age-appropriate technology to share learning. [K-2.CT.2.3](#)
 - 4 Analyze age-appropriate data and look for similarities in order to identify patterns and categories. [K-2.CT.2.4](#)
 - 5 Identify a problem and select appropriate technology tools to explore and find solutions. [K-2.CT.2.5](#)
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Impacts of Computing

- 1 Share ideas in multiple ways using digital tools. [K-2.CT.3.1](#)
 - 2 Select technology to share ideas with different people. [K-2.CT.3.2](#)
 - 3 Select tools to broaden perspectives and enrich learning by collaborating with others and working effectively in teams locally and globally. [K-2.CT.3.3](#)
 - 4 Use a design process to develop ideas or creations, and they test their design and redesign if necessary. [K-2.CT.3.4](#)
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Algorithms and Programming

- 1 Construct and test problem solutions using a block-based and/or visual programming. [K-2.CT.4.1](#)
- 2 Construct an algorithm to accomplish a task. [K-2.CT.4.2](#)
- 3 Follow the sequencing in an algorithm. [K-2.CT.4.3](#)
- 4 Break a problem into parts and identify ways to solve the problem. [K-2.CT.4.4](#)
- 5 Use a design process to ask questions, suggest solutions, test ideas to solve problems and redesign as needed. [K-2.CT.4.5](#)

- 6 Use age-appropriate digital and nondigital tools to design something and are aware of the step-by-step process of designing. **K-2.CT.4.6**
 - 7 Understand how technology is used to make a task easier or repeatable and can identify real-world examples. **K-2.CT.4.7**
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DIGITAL LITERACY (DL)

Empowered Learner

- 1 Navigate 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.DL.1.1**
 - 2 Understand that a wide range of jobs require knowledge or use of computing. **K-2.DL.1.2**
 - 3 Demonstrate an understanding that technology is all around them and the importance of keeping their information private. **K-2.DL.1.3**
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Digital Citizen

- 1 Practice responsible digital citizenship and decision making using positive, safe, legal and honest behaviors in the use of technology systems and software. **K-2.DL.2.1**
 - 2 Demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of their decisions when interacting online. **K-2.DL.2.2**
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Knowledge Constructor

- 1 Locate and identify computing, input, and output devices in a variety of environments. **K-2.DL.3.1**
 - 2 Demonstrate how to operate a variety of computing devices by turning on, navigating, opening/closing programs or apps as appropriate. **K-2.DL.3.2**
 - 3 Identify, using accurate terminology, simple hardware and software problems. **K-2.DL.3.3**
 - 4 Understand and apply resources to construct knowledge, produce creative artifacts and make connections to their learning. **K-2.DL.3.4**
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Creative Communicator

- 1 Create a design document to illustrate thoughts, ideas, and stories in a sequential manner (e.g., storyboard, mind map). **K-2.DL.4.1**
 - 2 Choose different tools for creating something new for communicating with others. **K-2.DL.4.2**
 - 3 Use technology to communicate with others and to look at problems from different perspectives. **K-2.DL.4.3**
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Global Collaborator

- 1 Explain that networks link people using computers and other computing devices allowing them to communicate, access, and share information. **K-2.DL.5.1**