

# Grades Pre-K, K, 1, 2

Adopted 2009

## Creativity and Innovation

1. use a variety of digital tools (e.g., word processors, drawing tools, simulations, presentation software, graphical organizers) to learn, create, and convey original ideas or illustrate concepts **PK-2.CI.1**

## Communication and Collaboration

1. work together when using digital tools (e.g., word processor, drawing, presentation software) to convey ideas or illustrate simple concepts relating to a specified project **PK-2.CC.1**
2. use a variety of developmentally appropriate digital tools (e.g., word processors, paint programs) to communicate ideas to classmates, families, and others **PK-2.CC.2**

## Research and Information Fluency

1. interact with Internet based resources **PK-2.RI.1**
2. use digital resources (e.g., dictionaries, encyclopedias, graphs, graphical organizers) to locate and interpret information relating to a specific curricular topic, with assistance from teachers, school library media specialists, parents, or student partners **PK-2.RI.2**

## Critical Thinking, Problem Solving, and Decision Making

1. explain ways that technology can be used to solve problems (e.g., cell phones, traffic lights, GPS units) **PK-2.CT.1**
2. use digital resources (e.g., dictionaries, encyclopedias, search engines, web sites) to solve developmentally appropriate problems, with assistance from teachers, parents, school media specialists, or student partners **PK-2.CT.2**

## Digital Citizenship

1. describe appropriate and inappropriate uses of technology (e.g., computers, Internet, e-mail, cell phones) and describe consequences of inappropriate uses **PK-2.DC.1**
2. know the Michigan Cyber Safety Initiative's three rules (Keep Safe, Keep Away, Keep Telling) **PK-2.DC.2**
3. identify personal information that should not be shared on the Internet (e.g. **PK-2.DC.3**
4. know to inform a trusted adult if he/she receives or views an online communication which makes him/her feel uncomfortable, or if someone whom

he/she doesn't know is trying to communicate with him/her or asking for personal information PK-2.DC.4

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**Technology Operations  
and Concepts**

- 1. discuss advantages and disadvantages of using technology** PK-2.TC.1

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- 2. be able to use basic menu commands to perform common operations (e.g., open, close, save, print)** PK-2.TC.2

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- 3. recognize and name the major hardware components in a computer system (e.g., computer, monitor, keyboard, mouse, printer)** PK-2.TC.3

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- 4. discuss the basic care for computer hardware and various media types (e.g., CDs, DVDs)** PK-2.TC.4

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- 5. use developmentally appropriate and accurate terminology when talking about technology** PK-2.TC.5

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- 6. understand that technology is a tool to help him/her complete a task, and is a source of information, learning, and entertainment** PK-2.TC.6

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- 7. demonstrate the ability to navigate in virtual environments (e.g., electronic books, games, simulation software, web sites)** PK-2.TC.7