

# 1st Grade

**Networks & Internet:**  
Networks link computers and devices locally and around the world allowing people to access and communicate information. **1.NI**

- 1 Recognize that connecting computing devices allows information sharing. 1.NI.1**

**Hardware & Software:**  
Devices, hardware, and software work together as a system to accomplish tasks. **1.HS**

- 1 Use appropriate terminology to identify common computing devices and components. 1.HS.1**
- 2 With guidance, use a computing device to perform a variety of tasks. 1.HS.2**
- 3 Recognize users have different technology needs. 1.HS.3**

**Troubleshooting:**  
Strategies for solving technology system problems. **1.T**

- 1 Understand technology systems might not work as expected and with guidance, use appropriate terminology to describe a problem. 1.T.1**

**Problem Solving & Algorithms:** Strategies for understanding and solving problems. **1.PSA**

- 1 Solve a problem through trial and error using given materials/resources. 1.PSA.1**
- 2 Follow a set of instructions (algorithms) in order to complete a task. 1.PSA.2**
- 3 Define debug. 1.PSA.3**
- 4 Identify and practice debugging strategies including 'Go back to when it worked'. 1.PSA.4**

**Data Creation & Analysis:** Data can be collected, used, and presented with computing devices or digital tools. **1.DCA**

- 1 With guidance, identify and interpret data from a chart or graph in order to make a prediction with or without a computing device. 1.DCA.1**

**Development & Design:**  
Design processes to create new, useful, and

- 1 With guidance, create programs to accomplish tasks that includes sequencing or looping. 1.DD.1**

**imaginative solutions to problems.** 1.DD

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**Access: Effective search strategies can locate information for intellectual or creative pursuits.** 1.A

**1 Use a keyword search with a teacher-selected online resource.** 1.A.1

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**Evaluate: Information sources can be evaluated for accuracy, currency, appropriateness, and purpose.** 1.E

**1 With guidance, evaluate information for research purposes.** 1.E.1

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**Create: It is important to both consume and produce information to be digitally literate.** 1.C

**1 Independently or with guidance, create a digital product.** 1.C.1

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**Intellectual Property: Respect for the rights and obligations of using and sharing intellectual property.** 1.IP

**1 Understand that creative works have owners.** 1.IP.1

**2 With guidance, give credit to the creator of a creative work.** 1.IP.2

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**Impacts of Computing: Past, present, and possible future impact of technology on society.** 1.IC

**1 Identify how technologies are used in and out of school.** 1.IC.1

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**Social Interactions: Technology facilitates collaboration with others.** 1.SI

**1 With guidance, use technology to share thinking with peers.** 1.SI.1

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**Safety & Ethics: There are both positive and negative impacts in social and ethical behaviors for using technology.** 1.SE

**1 Identify how to use technology in safe and correct ways. (CYSEC)** 1.SE.1

**2 Understand the differences between a username and authentication methods and independently use them to access technology. (CYSEC)** 1.SE.2

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**Responsible Use: Respect and dignity in**

**1 Identify positive and negative behaviors when using electronic communication. (CYSEC)** 1.RU.1

**virtual  
communities.** 1.RU

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**2 Discuss reporting inappropriate electronic content. (CYSEC)** 1.RU.2

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**4 Comply with Acceptable Use Policies.** 1.RU.4

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**Digital Identity:  
Responsibilities and  
opportunities of living,  
learning, and working in  
an interconnected  
digital world.**

**1 Recognize that you have a digital identity.** 1.DI.1