

Kindergarten

Networks & Internet
Networks: link computers and devices locally and around the world allowing people to access and communicate information. [K.NI](#)

- 1 Recognize that computing devices can be connected together. [K.NI.1](#)

Hardware & Software: Devices, hardware, and software work together as a system to accomplish tasks. [K.HS](#)

- 1 Follow directions to use computing devices to perform a variety of appropriate tasks. [K.HS.1](#)

Troubleshooting: Strategies for solving technology system problems. [K.T](#)

- 1 Understand technology systems might not work as expected. [K.T.1](#)

Problem Solving & Algorithms: Strategies for understanding and solving problems. [K.PSA](#)

- 1 With guidance, determine if a program works. [K.PSA.1](#)
- 2 Use trial and error in attempt to solve a problem. [K.PSA.2](#)

Data Creation & Analysis: Data can be collected, used, and presented with computing devices or digital tools. [K.DCA](#)

- 1 With guidance, draw conclusions and make predictions based on picture graphs or patterns with or without a computing device. [K.DCA.1](#)

Development & Design: Design processes to create new, useful, and imaginative solutions to problems. [K.DD](#)

- 1 With guidance, create programs to follow a sequence. [K.DD.1](#)

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

- 1 With guidance, use a keyword search with a teacher selected online resource. K.A.1

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

- 1 Name various information sources. K.E.1

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

- 1 With guidance, create a digital product. K.C.1

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

- 1 Discuss that creative works have owners (copyright). K.IP.1
- 2 Understand that credit should be given to the creator of creative work. K.IP.2

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

- 1 List different ways in which technologies are used in daily life. K.IC.1

Social Interactions: Technology facilitates collaboration with others. K.SI

- 1 With guidance, use technology to share thinking with teachers or adults. K.SI.1

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

- 1 With guidance, use technology in safe and correct ways. (CYSEC) K.SE.1
- 2 With guidance, use authentication methods to access technology. (CYSEC) K.SE.2

Responsible Use: Respect and dignity in virtual communities. K.RU

- 1 Discuss positive and negative behaviors when using electronic communication. (CYSEC) K.RU.1
- 2 With guidance, identify appropriate manners while participating in an online community. K.RU.2

4 Comply with Acceptable Use Policies. K.RU.4

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

No standards at this level.