South Dakota Educational Technology

1st Grade

Empowered Learner

Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.

1. Students will develop technology strategies to achieve and reflect on learning goals to improve outcomes. 1.ET.EL.1
    1. Demonstrate how to create a learning goal with the use of technology tools. 1.ET.EL.1.1
2. With or without support, students build networks of experts and peers to enhance their learning. 1.ET.EL.2
    1. Communicate original ideas with the use of digital tools within a group. 1.ET.EL.2.1
    2. Students will use instructional videos during learning and collaboration. 1.ET.EL.2.2
3. Students improve learning by seeking feedback from others using digital tools and other resources to demonstrate learning in a variety of ways. 1.ET.EL.3
    1. Collaborate with others, provide feedback, and make improvements to complete a task. 1.ET.EL.3.1
4. Students demonstrate an understanding of how technology works, know how to independently troubleshoot, and are not afraid to take a risk in choosing and utilizing new or current technologies for learning. 1.ET.EL.4
    1. Utilize grade-level appropriate technology vocabulary. 1.ET.EL.4.1
    2. Independently and collaboratively troubleshoot basic problems when using age appropriate digital tools. 1.ET.EL.4.2
    3. Effectively operate a device with minimal support. 1.ET.EL.4.3
    4. Recognize letters and numbers on the keyboard. 1.ET.EL.4.4

Computational Thinker

Students develop and employ strategies for demonstrating an understanding of and solving problems in ways that leverage the power of technological methods to develop and test solutions.

1. Students select appropriate technology to analyze data, create models, and problem-solve through the use of logical thinking. 1.ET.CT.1
    1. Create a model or graph to visually demonstrate an understanding of a concept in a collaborative group. 1.ET.CT.1.1

2 Students use the computational thought process to represent data, deconstruct problems, identify key information, and formulate solutions. 1.ET.CT.2

1 With support, students analyze data and look for similarities in order to identify patterns and categories. 1.ET.CT.2.1

3 Students will recognize basic concepts of automation including decomposition, abstraction, use algorithmic thinking, and pattern recognition. 1.ET.CT.3

1 Create and follow step-by-step sequences to complete a task. 1.ET.CT.3.1

2 Implement proper introductory computer programming vocabulary. 1.ET.CT.3.2

Digital Citizen

Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.

1 Students will demonstrate an understanding of the importance of creating and maintaining a positive online identity and the permanence and future impact of their online and offline decisions when using digital technology. 1.ET.DC.1

1 Identify proper online etiquette and how online interactions impact their lives in digital and non-digital spaces. 1.ET.DC.1.1

2 Students will practice positive, safe, legal, and ethical behavior when using technology. 1.ET.DC.2

1 Demonstrate respectful behaviors in real-world situations. 1.ET.DC.2.1

3 Students demonstrate and promote respect for using and sharing the intellectual property of others and themselves. 1.ET.DC.3

1 Demonstrate an understanding that digital resources (videos, images, text) are created by others and must be used respectfully. 1.ET.DC.3.1

4 Students demonstrate a knowledge of how personal data is collected, tracked, and used, how to maintain privacy, and how to safely share it online. 1.ET.DC.4

1 Explain why it is not safe to enter personal information into a website, online gaming system, etc. without adult supervision. 1.ET.DC.4.1

Innovative Designer

Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.

1 With or without the use of technology, students can apply a design process to generate ideas, consider possible solutions, create a plan to solve a problem, and share their innovative ideas with others. 1.ET.ID.1

1 Use basic search tools with a digital resource. 1.ET.ID.1.1

2 Use text and visuals to identify, solve, and share a problem. 1.ET.ID.1.2

2 Students persevere when researching and solving open- ended problems and use trial-and-error strategies to test and refine prototypes. 1.ET.ID.2

1 With support, students will test ideas to determine possible solutions to problems. 1.ET.ID.2.1

2 Demonstrate an understanding of a given problem(s) and persevere in solving. 1.ET.ID.2.2

Creative Communicator

Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.

1 Students evaluate and select a variety of platforms and tools to create products and communicate with others to appropriately complete tasks. 1.ET.CC.1

1 With guidance, students will select a digital tool to use to publish their work. 1.ET.CC.1.1

2 Students create original artifacts or responsibly remix or repurpose existing digital resources. 1.ET.CC.2

1 Collect and present data in various visual formats. 1.ET.CC.2.1

3 Students select the appropriate medium and communicate clear, complex ideas through the use of visualizations for an intended audience. 1.ET.CC.3

1 Present a product to an audience. 1.ET.CC.3.1

Global Collaborator

Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.

1 Students will use collaborative digital tools to connect with people of different backgrounds, cultures, and points of view to examine local, national, and global issues. 1.ET.GC.1

1 Communicate with people of different backgrounds, cultures and points of view using communication tools. 1.ET.GC.1.1

2 With support, utilize appropriate digital tools to further investigate specific issues. 1.ET.GC.1.2

2 In a collaborative team, students will perform a variety of roles to complete a project or solve a problem using digital tools. 1.ET.GC.2

1 Perform a role in a group to complete a project or solve a problem. 1.ET.GC.2.1

Knowledge Constructor

Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.

1 Students employ appropriate research techniques to effectively locate credible resources to help them in the learning process. 1.ET.KC.1

1 Analyze the credibility of teacher-selected resources. 1.ET.KC.1.1

2 Students learn how to evaluate sources for currency, authority, accuracy, perspective and relevance. 1.ET.KC.2

1 Distinguish the difference between fiction and non- fiction. 1.ET.KC.2.1

2 Distinguish the difference between fact and opinion. 1.ET.KC.2.2

3 Students use a variety of strategies and digital tools to organize information and make meaningful connections. 1.ET.KC.3

1 With guidance, students will use digital multimedia tools to organize information. 1.ET.KC.3.1

2 Use tools on a device to transfer information from one place to another. 1.ET.KC.3.2

4 Students use digital tools to explore real world problems and issues and pursue potential solutions. 1.ET.KC.4

1 Use digital tools to solve a real-world problem. 1.ET.KC.4.1