

2nd 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. **2.ET.EL.1**
 - 1 Use digital tools to monitor progress towards and achieve intended learning outcomes. **2.ET.EL.1.1**
 - 2 During dialogue with peers and teachers, draw conclusions about their use of digital tools to achieve an intended outcome. **2.ET.EL.1.2**
 - 2 With or without support, students build networks of experts and peers to enhance their learning. **2.ET.EL.2**
 - 1 Collaborate with others using digital tools. **2.ET.EL.2.1**
 - 2 Use online learning spaces to engage in learning both in and out of the classroom. **2.ET.EL.2.2**
 - 3 Seek out and use instructional videos and other digital resources during learning and collaboration. **2.ET.EL.2.3**
 - 3 Students improve learning by seeking feedback from others using digital tools and other resources to demonstrate learning in a variety of ways. **2.ET.EL.3**
 - 1 Ask and answer questions about learning tasks and progress with peers and use feedback to improve digital products and processes during technology-rich learning experiences. **2.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. **2.ET.EL.4**
 - 1 Independently utilize grade-level appropriate digital tools (e.g. touchscreen tablets, interactive whiteboards) to complete learning tasks. **2.ET.EL.4.1**
 - 2 Independently and collaboratively solve minor problems when using age appropriate digital tools. **2.ET.EL.4.2**
 - 3 Identify the location of punctuation and symbols on a keyboard. **2.ET.EL.4.3**
 - 4 Demonstrate use of proper finger placement on all letters and punctuation in the home row. **2.ET.EL.4.4**
 - 5 Explain or teach a digital tool to another person. **2.ET.EL.4.5**
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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. **2.ET.CT.1**
 - 1 Individually create a model or graph to visually demonstrate an understanding of a concept. **2.ET.CT.1.1**
 - 2 Students select the most effective tools to represent data, deconstruct problems, identify key information, and formulate solutions. **2.ET.CT.2**
 - 1 Independently, analyze data and look for similarities in order to identify patterns and categories. **2.ET.CT.2.1**
 - 3 Students will recognize basic concepts of automation including decomposition, abstraction, use algorithmic thinking, and pattern recognition. **2.ET.CT.3**
 - 1 With guidance, create grade-appropriate computer- based programs that solve problems by (a) using automation to control a process, (b) identifying the most important information needed to solve a problem, (c) breaking multi-step problems into smaller parts, and (d) identifying and using patterns during problem-solving. **2.ET.CT.3.1**
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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. **2.ET.DC.1**
 - 1 Demonstrate awareness of proper online behaviors and how online interactions impact their lives in digital and non-digital spaces. **2.ET.DC.1.1**
 - 2 Distinguish between grade appropriate positive and meaningful contributions with negative and harmful contributions in digital spaces. **2.ET.DC.1.2**
 - 2 Students will practice positive, safe, legal, and ethical behavior when using technology. **2.ET.DC.2**
 - 1 With teacher guidance, demonstrate appropriate and safe behaviors when using digital tools in school and/or classroom digital spaces. **2.ET.DC.2.1**
 - 2 Explain how to independently resolve negative situations in digital spaces. **2.ET.DC.2.2**
 - 3 Students demonstrate and promote respect for using and sharing the intellectual property of others and themselves. **2.ET.DC.3**
 - 1 Interpret and follow the ownership rights of intellectual property of others. **2.ET.DC.3.1**
 - 2 Identify the author, date, and subject within different sources of information. **2.ET.DC.3.2**
 - 3 Interpret their intellectual property rights as a content producer. **2.ET.DC.3.3**
 - 4 Students demonstrate an understanding of how personal data is collected, tracked, and used, how to maintain privacy, and how to safely share it online. **2.ET.DC.4**
 - 1 With support from a teacher, determine how technology exists in many areas of their lives and the importance of keeping personal information private. **2.ET.DC.4.1**
 - 2 Distinguish what information can and cannot be shared online. **2.ET.DC.4.2**
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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. **2.ET.ID.1**
 - 1 Utilize strategies, such as the engineering design process or scientific method, to demonstrate understanding and solve problems. **2.ET.ID.1.1**
 - 2 Present solutions to an audience (e.g., class, parents, guest) using digital tools. **2.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. **2.ET.ID.2**
 - 1 Independently test ideas to determine possible solutions to problems. **2.ET.ID.2.1**
 - 2 Reflect on the results of trial and error during problem-solving to plan next steps and improve solutions. **2.ET.ID.2.2**
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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. **2.ET.CC.1**
 - 1 With guidance, select a digital tool to use to communicate and publish their work. **2.ET.CC.1.1**
 - 2 Students create original artifacts or responsibly remix or repurpose existing digital resources. **2.ET.CC.2**
 - 1 Use grade-appropriate digital tools to create original works and other artifacts, including the responsible reuse of works created by others. **2.ET.CC.2.1**
 - 2 Discuss in small and whole groups how they can use works created by others. **2.ET.CC.2.2**
 - 3 Students select the appropriate medium and communicate clear, complex ideas through the use of visualizations for an intended audience. **2.ET.CC.3**
 - 1 Present their ideas and other information using multimedia and digital tools. **2.ET.CC.3.1**
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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. **2.ET.GC.1**
 - 1 Collaboratively create multimedia products and artifacts with people from other backgrounds, cultures, and points of view. **2.ET.GC.1.1**
 - 2 In a collaborative team, students will perform a variety of roles to complete a project or solve a problem using digital tools. **2.ET.GC.2**
 - 1 In a small group, perform multiple roles and use a design process to complete a project or solve a problem using digital tools. **2.ET.GC.2.1**
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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. **2.ET.KC.1**
 - 1 Independently use appropriate search terms when researching a given topic using the internet. **2.ET.KC.1.1**
- 2 Students learn how to evaluate sources for currency, authority, accuracy, perspective and relevance. **2.ET.KC.2**
 - 1 Distinguish between fact and opinion on a website, and fiction and nonfiction in a digital resource. **2.ET.KC.2.1**
- 3 Students use a variety of strategies and digital tools to organize information and make meaningful connections. **2.ET.KC.3**
 - 1 With guidance, use digital multimedia tools to organize information. **2.ET.KC.3.1**
 - 2 Use digital platforms and graphic organizers as a class or with a partner to demonstrate a shared understanding of the content. **2.ET.KC.3.2**
- 4 Students use digital tools to explore real world problems and issues and pursue potential solutions. **2.ET.KC.4**
 - 1 With teacher support, select an appropriate digital tool to solve a real-world problem. **2.ET.KC.4.1**
 - 2 Individually, use digital tools to create solutions to real-world problems. **2.ET.KC.4.2**
 - 3 Utilize diverse media formats (e.g., website video clip, print, digital/print weekly) to report on a shared topic, then participate in a classroom discussion on the topic using digital tools. **2.ET.KC.4.3**