Wisconsin Information and Technology Literacy

Grades K-2

Empowered Learner (EL): Students leverage digital tools and strategies to take an active role in choosing and achieving their learning goals. EL1

A Set goals and reflect. EL1.A

1 Identify the purpose of and set personal learning goals with educator guidance. EL1.A.1.E

2 Utilize appropriate digital tools to reflect on the learning process with educator guidance. EL1.A.2.E

B Build network to support learning. EL1.B

1 Explore and identify digital tools to be used to connect with others to enhance their learning with educator guidance. EL1.B.1.E

C Create personalized learning environment. EL1.C

1 Identify and explore digital tools that can be used to support personalized learning environment with educator guidance. EL1.C.1.E

D Seek and utilize feedback. EL1.D

1 Receive performance feedback and make adjustments based on that feedback with educator guidance. EL1.D.1.E

Empowered Learner (EL): Students understand the fundamental concepts of technology operations and demonstrate the ability to choose, use, and troubleshoot current technologies. EL2

A Understand and apply functions and operations. EL2.A

1 Explore a variety of digital tools and select a tool that will support learning with educator guidance. EL2.A.1.E

Empowered Learner (EL): Students are able to transfer knowledge to explore emerging technologies. EL3

A Transfer knowledge to emerging technology. EL3.A

1 Recognize the patterns in the fundamental operations across a variety of digital tools. EL3.A.1.E

Digital Citizen (DC): Stu rig

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A Cultivate and manage digital identity and reputation. DC1.A

1 Recognize how information put online creates a digital footprint and can leave a “trail” online (digital footprint). DC1.A.1.E

and opportunities of living, learning, and working in an interconnected digital world. DC1

2 Relate positive behavior offline to positive behavior online. DC1.A.2.E

3 Recognize that online information may not be factual. DC1.A.3.E

B Manage personal data to maintain digital privacy and security. DC1.B

1 Understand the functions of usernames and passwords. DC1.B.1.E

2 Recognize how personal information creates your identity. DC1.B.2.E

3 Seek a trusted adult if a website asks for any personal information and begin to identify inappropriate content. DC1.B.3.E

Digital Citizen (DC): Students will demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property. DC2

A Use information, media, and digital resources in a responsible manner. DC2.A

1 Identify guidelines for acceptable use of internet and other resources. DC2.A.1.E

B Respect intellectual property rights. DC2.B

1 Recognize intellectual property must be cited. DC2.B.1.E

C Recognize the rights and responsibilities of intellectual freedom in a democratic society. DC2.C

1 Demonstrate respectful discourse and an understanding of the importance of hearing perspectives different from one's own, with educator guidance. DC2.C.1.E

2 Explore what information is appropriate to put online with educator guidance. DC2.C.2.E

3 Demonstrate respect in social situations. DC2.C.3.E

Knowledge Constructor (KC): Students critically curate a variety of digital tools and diverse resources. KC1

A Plan and employ effective research strategies. KC1.A

1 Utilize knowledge of the alphabet to search and use databases; use basic keyword search techniques to locate information. KC1.A.1.E

2 Utilize digital tools and resources contained within a classroom platform, or otherwise provided by the educator, to find information on topics of interest. KC1.A.2.E

3 Follow an inquiry-based process by forming simple questions and begin exploring ways to answer them using print and digital resources. KC1.A.3.E

B Evaluate the accuracy, perspective, credibility, and relevance of information, media, data or other resources. KC1.B

1 Explore various websites identifying different information and graphics with educator guidance. KC1.B.1.E

2 Recognize websites can influence decision making. KC1.B.2.E

C Curate information from digital resources. KC1.C

1 Explore a variety of educator-selected, curated content tools to acquire and organize information. KC1.C.1.E

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Knowledge Constructor (KC): Students produce creative artifacts and make meaningful learning experiences from curated knowledge for themselves and others. KC2

A Produce creative artifacts. KC2.A

1 Explore a variety of educator-selected resources, and with assistance, create an artifact that demonstrates connections to their learning. KC2.A.1.E

B Build knowledge by actively exploring real-world issues and problems. KC2.B

1 Build knowledge to connect ideas to your own interests, previous knowledge, and experience. KC2.B.1.E

2 Explore real-world issues and problems and share their ideas about them with others with educator guidance. KC2.B.2.E

Innovative Designer (ID): Students use a variety of digital tools and resources to identify and solve authentic problems using design thinking. ID1

A Find authentic problems in local and global contexts. ID1.A

1 Identify and describe a problem or challenge within the classroom or home environment. Explain why it is a problem. ID1.A.1.E

B Exhibit tolerance for ambiguity, perseverance, and the capacity to work with authentic, open-ended problems. ID1.B

1 Demonstrate perseverance when working to complete a challenging task. ID1.B.1.E

Innovative Designer (ID): Students use a variety of technologies within a design process to create new, useful, and imaginative solutions. ID2

A Know and use a deliberate design process for generating ideas, testing theories, and creating innovative artifacts and solutions. ID2.A

1 Ask questions to seek understanding of an issue or problem and suggest possible solutions. ID2.A.1.E

B Select and use digital resources to plan and manage a design process that considers design constraints and calculated risks. ID2.B

1 Use age-appropriate digital resources to employ guided practice of a formal design process. ID2.B.1.E

C Develop, test, and refine prototypes as part of a cyclical design process. ID2.C

1 Use a guided design process to create, test, and redesign prototypes, if necessary. ID2.C.1.E

Computational Thinker (CT): Students develop and employ strategies for understanding and solving problems. CT1

A Identify, define, and interpret problems where digital tools can assist in finding solutions. CT1.A

1 Identify a problem and use digital tools to explore and find solutions. CT1.A.1.E

B Collect data, then identify and use digital tools to analyze and represent the data to find solutions. CT1.B

1 Utilize age-appropriate digital tools to collect, organize, and represent data. CT1.B.1.E

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Break problems into smaller parts, identify key information, and develop descriptive models. CT1.C

1 Separate a simple problem into smaller parts, identify key information, and brainstorm ways to solve the problem. CT1.C.1.E

Creative Communicator (CC): 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. CC1

A Choose appropriate platforms and digital tools. CC1.A

1 Use age-appropriate digital tools for producing new creations or published communications with educator guidance. CC1.A.1.E

B Create or remix digital resources. CC1.B

1 Recognize the differences between original and remixed digital work. Use digital tools, with educator guidance, to create original and remixed work. CC1.B.1.E

C Communicate effectively using a variety of digital tools. CC1.C

1 Communicate ideas using a variety of digital tools with educator guidance. CC1.C.1.E

Creative Communicator (CC): Students publish and present content customized for their audience(s), purpose, and task. CC2

A Publish and present content. CC2.A

1 Identify audiences and appropriate communication strategies. CC2.A.1.E

Global Collaborator (GC): Students use digital tools to broaden their perspectives and enrich their learning with culturally responsive practices by collaborating and working effectively with local and global teams. GC1

A Use digital tools to connect with learners from a variety of backgrounds and cultures. GC1.A

1 Use digital tools and resources to understand similarities and differences of others in the classroom and beyond. GC1.A.1.E

B Contribute constructively on project teams. GC1.B

1 Learn a variety of roles within a team to cooperate. GC1.B.1.E

C Contribute to the exchange of ideas within and beyond the learning community. GC1.C

1 Share interests and experiences with one result being an understanding of different perspectives, with educator guidance. GC1.C.1.E

Global Collaborator (GC): Students use digital tools to connect with a global network of learners and engage with issues that impact local and global communities. GC2

A Use collaborative digital resources to examine issues and problems from diverse local and global perspectives. GC2.A

1 Use pre-selected digital tools to communicate with others and to look at problems from diverse local and global perspectives. GC2.A.1.E

B Explore local and global issues and use collaborative digital resources to investigate and develop solutions. GC2.B

1 Use pre-selected digital tools to work together to understand issues and recommend solutions. GC2.B.1.E