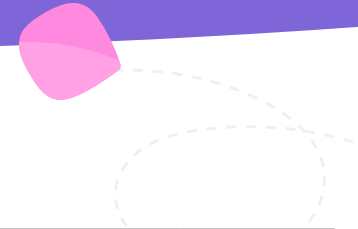


# Computer Science and Digital Fluency Learning Standards Grades K-1



Concept Areas	Clarifying Statement	TypeTastic Keyboarding Curriculum	Passwords and Online Security	Online Privacy	Netiquette	Cyberbullying	What is Internet?	Browsers and Search Engines	Communication	Technology Through Time	Hardware	Software	Hardware - Bonus	Data	Data and Charts	CodeMonkey Coding Curriculum
<b>Impacts of Computing</b>																
<b>Society</b>																
<b>K-1.IC.1</b> Identify and discuss how tasks are accomplished with and without computing technology.	Common tasks include sending a letter by email vs. post, taking a picture with a smart phone vs. camera, buying something with an app vs. with cash at a store.								•	•						
<b>K-1.IC.2</b> Identify and explain classroom and home rules related to computing technologies and digital information.	Rules could include when it's okay to use a device, what programs or apps are okay to use, how to treat the equipment, etc.		•	•												
<b>Ethics</b>																
<b>K-1.IC.3</b> Identify computing technologies in the classroom, home and community.	The focus should be on recognizing familiar computing technologies that we use in our lives.						•	•	•	•	•	•	•	•		
<b>K-1.IC.4</b> Identify public and private spaces in our daily lives.	The focus is on recognizing the difference between a public shared space versus a private space.				•											
<b>K-1.IC.5 *Standard begins in grade band 2-3</b>																
<b>Accessibility</b>																
<b>K-1.IC.6</b> With teacher support, identify different ways people interact with computers and computing devices.	The focus is on the features of computers and other devices, and the things that make them easier to use (i.e. drop-down menus, buttons, areas to type).								•			•				

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[illegible]

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Safeguards																
K-1.CY.2 Identify why it is important to keep your account secure.	The emphasis is on having a basic understanding of ways keep accounts secure, such as having a passwords/pass codes.		•													
K-1.CY.3 *Standard begins in Grade Band 2-3																
K-1.CY.4 Decode a word or short message using a simple code.	The focus is on having students look at a string of symbols and giving them a key to substitute letters for the symbols to spell a word.															
Response																
K-1.CY.5 Identify when it is appropriate to open and/or click on links or files.	The emphasis is on recognizing when it is safe and appropriate for students to open links, with teacher guidance.															
Digital Literacy																
Digital Use																
K-1.DL.1 Identify and explore the keys on a keyboard.	The focus is on exploring physical and/or touchscreen keyboards, and for students to be able to identify specific keys such as arrow keys, enter, space bar, backspace.	•														
K-1.DL.2 Communicate and work with others using digital tools.	The focus should be on teaching students that people use digital tools to share ideas and work together. Communication and collaboration should be with teacher guidance.								•							
K-1.DL.3 Conduct a basic search based on a provided keyword.	The teacher will provide the keyword to help students conduct basic searches using appropriate tools.							•								
K-1.DL.4 Use a least one digital tool to create a digital artifact.	The focus is on students using at least one digital tool to create a digital artifact, with teacher guidance.															
K-1.DL.5 *Standard begins in Grade Band 4-6																



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<b>Digital Citizenship</b>																
<b>K-1.DL.6 *Standard begins in Grade Band 2-3.</b>																
<b>K-1.DL.7</b> Identify actions that promote good digital citizenship, and those that do not.	Students are able to identify the basic concept of being a “good digital citizen”, and know what actions are and are not safe, responsible and ethical when using technologies.		•	•	•	•			•							