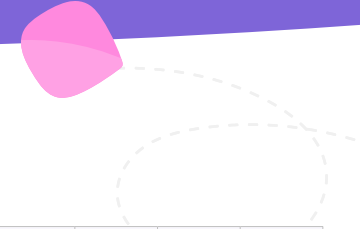# Ohio's Learning Standards for Technology - Grades K-2

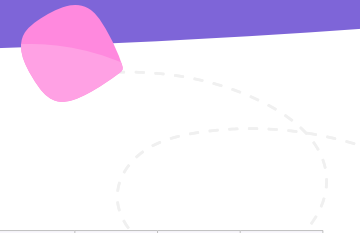| Ohio's Learning Standards for Technology	Descriptive Statement	Passwords and Online Security	Online Privacy	Netiquette	Cyberbullying	What is Internet?	Browsers and Search Engines	Communication	Technology Through Time	Hardware	Software	Hardware Bonus	Data	Data and Charts	CodeMonkey Coding Curriculum
1. 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.															
K-2.EL.1.a.	With guidance from an educator, students consider and set personal learning goals and utilize appropriate technologies that will demonstrate knowledge and reflection of the process.														
K-2.EL.1.b.	With guidance from an educator, students learn about various technologies that can be used to connect to others or make their learning environments personal and select resources from those available to enhance their learning.														
K-2.EL.1.c.	With guidance from an educator, students recognize performance feedback from digital tools, make adjustments based on that feedback, and use age-appropriate technology to share learning.	•	•	•	•	•	•	•	•	•	•	•	•	•	•*
K-2.EL.1.d.	With guidance from an educator, students explore a variety of technologies that will help them in their learning and begin to demonstrate an understanding of how knowledge can be transferred between tools.						•	•							
2. Digital Citizen															
Students recognize the responsibilities and opportunities for contributing to their digital communities, including making safe, legal, and ethical decisions using Artificial Intelligence.															
K-2.DC.2.a.	Students practice responsible use of technology through teacher-guided online activities and interactions to understand how digital space impacts their lives.	•	•	•	•			•							
K-2.DC.2.b.	With guidance from an educator, students understand how to be careful when using devices and how to be safe online, follow safety rules when using the internet, and collaborate with others.	•	•	•	•			•							

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K-2.DC.2.c.	With guidance from an educator, students learn about ownership and sharing of information and how to respect the work of others.														
K-2.DC.2.d.	With guidance from an educator, students demonstrate an understanding that technology is all around them and the importance of keeping their information private.		●						●						

3. Knowledge Constructor															

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

K-2.KC.3.a.	With guidance from an educator, students use digital tools and resources, contained within a classroom platform or otherwise provided by the teacher, to find information on topics of interest.						●								
K-2.KC.3.b.	With guidance from an educator, students become familiar with age-appropriate criteria for evaluating digital content.						●								
K-2.KC.3.c.	With guidance from an educator, students explore a variety of teacher-selected tools to organize information and make connections to their learning.														
K-2.KC.3.d.	With guidance from an educator, students explore real-world issues and problems and share their ideas about them with others.														

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4. Innovative Designer															
Students use a variety of technologies within a design process to identify and solve problems by creating new, useful, or imaginative solutions.															
K-2.ID.4.a.	With guidance from an educator, students ask questions, suggest solutions, test ideas to solve problems, and share their learning.														
K-2.ID.4.b.	Students use age-appropriate digital and non-digital tools to design something and are aware of the step-by-step process of designing.														
K-2.ID.4.c.	Students use a design process to develop ideas or creations and test their designs and redesign them if necessary.														
K-2.ID.4.d.	Students demonstrate perseverance when working to complete a challenging task.														•*
5. Computational Thinker															
Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.															
K-2.CT.5.a.	With guidance from an educator, students identify a problem and select appropriate technology tools to explore and find solutions.														•*
K-2.CT.5.b.	With guidance from an educator, students analyze age-appropriate data and look for similarities to identify patterns and categories.												•	•	
K-2.CT.5.c.	With guidance from an educator, students break a problem into parts and identify ways to solve the problem.														•*
K-2.CT.5.d.	Students understand how technology makes a task easier or repeatable and can identify real-world examples.														•*

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6. Creative Communicator															
Students communicate clearly and express themselves creatively for a variety of purposes, such as AI prompt engineering, using platforms, tools, styles, formats, and digital media appropriate to their goals.															
K-2.CC.6.a.	With guidance from an educator, students choose different tools for creating something new or for communicating with others.							•		•	•	•		•	
K-2.CT.6.b.	Students use digital tools to create original works.														
K-2.CT.6.c.	With guidance from an educator, students share ideas in multiple ways — visual, audio, etc.							•							
K-2.CT.6.d.	With guidance from an educator, students select technology to share their ideas with different people.							•							
7. 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.															
K-2.GC.7.a.	With guidance from an educator, students use technology tools to work with friends and with people outside their neighborhood, city, and beyond.														
K-2.GC.7.b.	With guidance from an educator, students use technology to communicate with others and to look at problems from different perspectives.							•							
K-2.GC.7.c.	With guidance from an educator, students take on different team roles and use age-appropriate technologies to complete projects.														
K-2.GC.7.d.	With guidance from an educator, students use age-appropriate technologies to work together to understand problems and suggest solutions.														

* CodeMonkey Coding Curriculum sold separately for current customers