§126.2. Technology Applications, Grade 1, Adopted 2022.

Taito LEARNING

Digital Citizenship Curriculum		Lessons														
§126.1. Technology Applications, Kindergarten, Adopted 2022.		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
1. Computational thinking-foundations. The student explores the core concepts of computational thinking, a set of problem-solving processes that involve decomposition, pattern recognition, abstraction, and algorithms. The student is expected to:																
a. Identify and discuss a problem or task and break down (decompose) the solution into sequential steps;																•*
b. Identify the simple patterns found in the solutions to everyday problems or tasks																•*
c. Create a simple algorithm (step-by-step instructions) for an everyday task.																•*
2. Computational thinking-applications. The student, with guidance from an educator, applies the fundamentals of computer science. The student is expected to																
Create a sequence of code that solves a simple problem with or without technology.																•*
3. Creativity and innovation-innovative design process. The student takes an active role in learning by using a design process to solve authentic problems for a local or global audience, using a variety of technologies. The student is expected to:																
a. Practice personal skills and behaviors, including following directions and mental agility, needed to implement a design process successfully.																
b. Use a design process with components such as asking questions, brainstorming, or storyboarding to identify and solve authentic problems with adult assistance.																
4. Creativity and innovation-emerging technologies. The student understands that technology is dynamic and impacts different communities. The student is expected to																
Identify examples of how technology has impacted different communities.																

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5. Data literacy, management, and representation-collect data. The student defines data and explains how data can be found and collected. The student is expected to:															
a. Explore and collect many types of data such as preferences or daily routines of people, events, or objects													•	•	
b. Conduct a basic search using provided keywords and digital sources with adult assistance.							•								
6. Digital citizenship-social interactions. The student identifies appropriate ways to communicate in various digital environments. The student is expected to:															
Describe and demonstrate respectful behavior within a digital environment.				•	•			•							
7. Digital citizenship--ethics and laws. The student recognizes and practices responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:															
a. Explain and demonstrate the importance of acceptable use of digital resources and devices as outlined in local policies or acceptable use policy (AUP)															
b. Communicate an understanding that all digital content has owners and explain the importance of respecting others' belongings as they apply to digital content and information.															
8. Digital citizenship--privacy, safety, and security. The student practices safe, legal, and ethical digital behaviors to become a socially responsible digital citizen. The student is expected to:															
a. Identify ways to keep a user account safe, including not sharing login information and logging off accounts and devices.		•													
b. Identify and discuss what information is safe to share online such as hobbies and likes and dislikes and what information is unsafe such as identifying information.				•											
c. Discuss and define cyberbullying with teacher support and guidance.				•	•										

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9. Practical technology concepts--skills and tools. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:															
a. Select and use a variety of applications, devices, and online learning environments to create an original product															
b. Describe basic computer hardware, including a variety of input and output devices, and software using accurate terminology										•		•			
c. Perform software application functions such as file management, collaboration, and the creation and revision of digital artifacts using a variety of developmentally appropriate digital tools and resources													•		
d. Practice ergonomically correct keyboarding techniques and developmentally appropriate hand and body positions	•														
e. Identify, locate, and practice using keys on the keyboard, including upper- and lower-case letters, numbers, and special keys such as space bar, shift, and backspace.	•														

* CodeMonkey Coding Curriculum sold separately for current customers