Taito LEARNING

Digital Citizenship Curriculum		Lessons														
TEA Texas Education Agency — §126.3. Technology Applications, Grade 2, 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:

	TypeTastic	Passwords	Online Privacy	Netiquette	Cyberbullying	What is Internet?	Browsers	Communication	Technology Through Time	Hardware	Software	Hardware - Bonus	Data	Data and Charts	CodeMonkey
a. Identify and communicate a problem or task and break down (decompose) multiple solutions into sequential steps															●*
b. Identify complex patterns and make predictions based on the pattern															●*
c. Analyze a plan with adult assistance that outlines the steps needed to complete a task															●*
d. Create and troubleshoot simple algorithms (step-by-step instructions) that include conditionals such as if-then statements as they apply to 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:

	TypeTastic	Passwords	Online Privacy	Netiquette	Cyberbullying	What is Internet?	Browsers	Communication	Technology Through Time	Hardware	Software	Hardware - Bonus	Data	Data and Charts	CodeMonkey
a. Identify and explore what a variable is in a sequence of code															●*
a. Use a design process to create a sequence of code that includes loops to solve 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:

	TypeTastic	Passwords	Online Privacy	Netiquette	Cyberbullying	What is Internet?	Browsers	Communication	Technology Through Time	Hardware	Software	Hardware - Bonus	Data	Data and Charts	CodeMonkey
a. Demonstrate personal skills and behaviors, including effective communication, following directions, and mental agility, needed to implement a design process successfully															
b. Apply a design process with components such as testing and reflecting to create new and useful solutions to identify and solve for authentic problems.															

§126.3. Technology Applications, Grade 2, Adopted 2022.

Digital Citizenship Curriculum	Lessons														
§126.3. Technology Applications, Grade 2, 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
4. Creativity and innovation-emerging technologies. The student demonstrates an understanding that technology is dynamic and impacts different communities. The student is expected to:															
Identify and analyze how technology impacts different communities.															
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. Identify and collect non-numerical data, such as weather patterns, preferred reading genres, and holidays													•	•	
b. Conduct a basic search independently using provided keywords and digital sources.							•								
6. Data literacy, management, and representation--communicate and publish results. The student communicates data through the use of digital tools. The student is expected to:															
Individually or collaboratively create and communicate data visualizations such as pictographs and bar graphs.														•	
7. Digital citizenship-social interactions. The student identifies appropriate ways to communicate in various digital environments. The student is expected to:															
Participate in digital environments to develop responsible and respectful interactions.				•	•			•							
8. 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.			•												

Taito LEARNING

Digital Citizenship Curriculum		Lessons													
§126.3. Technology Applications, Grade 2, Adopted 2022. (Texas Education Agency)	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
9. 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. Demonstrate account safety, including creating a strong password and logging off accounts and devices		•													
b. Compare and contrast private and public information and discuss what is safe to be shared online and with whom			•												
c. Discuss cyberbullying and identify examples.				•	•										
10. 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 and share content															
b. Identify, compare, and describe the function of basic computer hardware, including a variety of input and output devices, and software applications using accurate terminology										•					
c. Operate a variety of developmentally appropriate digital tools and resources to perform software application functions such as reviewing digital artifacts and designing solutions to problems															
d. Practice ergonomically correct keyboarding techniques and developmentally appropriate hand and body positions	•														
e. Identify, locate, and practice using keys on the keyboard, including secondary actions of different keys such as "@," "#," "$," and "?".	•														

* CodeMonkey Coding Curriculum sold separately for current customers