

Digital Citizenship Curriculum	Lessons														
Texas Education Agency §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 a problem or task such as making a sandwich and break it down (decompose) into smaller pieces; 															•*
b. Identify simple patterns and make predictions based on the patterns;															•*
c. Identify algorithms (step-by-step instructions) using a sequential process such as first, next, then, and last.															•*
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 with or without technology such as solving a maze using drag-and-drop programming or creating step-by-step directions for student movement to a specific location.															•*
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:															
 Practice personal skills, including following directions, needed to successfully implement design processes; 															
b. Use a design process with components such as asking questions, brainstorming, or storyboarding to identify and solve authentic problems with adult assistance.															
4. Data literacy, management, and representation-collect data. The	e student	defines	data an	d explair	ns how d	ata can I	be found	and col	lected. T	he stude	ent is exp	pected to	D:		
 Communicate an understanding that data is information collected about people, events, or objects such as computer searches and weather patterns; 													•		
b. Communicate with adult assistance the idea that digital devices can search for and retrieve information.													•		



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5. Digital citizenship-social interactions. The student identifies appropriate ways to communicate in various digital environments. The student is expected to:															
Identify and demonstrate responsible behavior within a digital environment.		•	•	•	•			•							
6. Digital citizenship-ethics and laws. The student recognizes and p	ractices 1	responsi	ble, lega	II, and et	hical beł	navior wł	nile using	digital	tools and	resourc	es. The	student i	s expect	ed to:	
 Demonstrate 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.															
7. Digital citizenship-privacy, safety, and security. The student pract	ices safe	, legal, a	nd ethic	al digital	behavio	ors to be	come a so	ocially r	esponsib	le digita	l citizen.	The stud	lent is e	kpected	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.			•												
8. Practical technology concepts-skills and tools. The student demo	onstrates	knowled	dge and	appropr	iate use	of techn	ology sys	stems, c	oncepts,	and ope	erations.	The stuc	lent is e	(pected t	to:
 Use a variety of applications, devices, and online learning environments to engage with content; 							•	•	•	•	•	•			
 b. Identify basic computer hardware, including a variety of input and output devices, and software using accurate terminology; 								•	•	•	•	•			
c. Perform software application functions such as opening an application and modifying, printing, and saving digital artifacts using a variety of developmentally appropriate digital tools and resources;													•		
 Practice ergonomically correct keyboarding techniques and developmentally appropriate hand and body positions. 	•														
e. Identify, locate, and practice using keys on the keyboard, including letters, numbers, and special keys such as space bar and backspace.	•														

* CodeMonkey Coding Curriculum sold separately for current customers