

Grades K-2 Standards for Technology Literate and Fluent Students



Grades K-2 Standards for Technology Literate and Fluent Students	Standard description	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 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.															
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.														
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.					•		•	•						
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.	•	•	•	•	•	•	•	•	•	•	•	•	•	•*
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 rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.															
2.a.	Students practice responsible use of technology through teacher-guided online activities and interactions to understand how the digital space impacts their life.	•	•	•	•										
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.	•	•												
2.c.	With guidance from an educator, students learn about ownership and sharing of information, and how to respect the work of others														



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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.															
7.a.	With guidance from an educator, students use technology tools to work with friends and with people outside their neighborhood, city and beyond.							•							
7.b.	With guidance from an educator, students use technology to communicate with others and to look at problems from different perspectives.							•							
7.c.	With guidance from an educator, students take on different team roles and use age-appropriate technologies to complete projects.														
7.d.	With guidance from an educator, students use age-appropriate technologies to work together to understand problems and suggest solutions.							•							

* Standard aligned using offline materials

** Standard aligned in Grade 5 lesson