K-2

Vision Statement: Innovative thinkers effectively use technology and maximize the capacity of teaching and learning.

- Establish adaptive and interactive inquiry based learning
- Give learners a voice and choice in attaining their learning goals
- Provide personalized and authentic learning opportunities
- Redefine collaboration, communication, critical thinking and creativity
- To be a productive, global digital citizen

ISTE Standards	Indicators	Student Expectations	Teacher Practices	Resources
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	• I can understand the purpose of using technology to discover and support my learning goals. • I can participate in an online learning environment. • I can use feedback from my teacher or peer to become a better digital learner. • I can use what I know about technology to learn new technology and choose which resource to use.	• Teach students how to use technology to work towards a learning goal (a purpose) within a learning environment. • Provide opportunities for students to provide and receive feedback in order to strengthen an online learning environment.	Schoology SeeSaw **ISTE Standards** (International Society for Technology in Education) Tech Integration Site for K Tech Integration Site for 1st Grade Tech Integration Site for 2nd Grade

Digital Citizen Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act 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. **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.	• I can create a positive digital footprint. • I can have positive social interactions online. • I can respect the work of others online. • I can understand that everything online is public.	• Teach students how to be responsible and aware digital citizens. • Provide opportunities for students to interact in an online environment.	Common Sense Media Choose applicable lessons from the Common Sense curriculum Faux Paws adventures from iKeepSafe Kids Download the videos or stories to view as class or as an extension to classwork
Knowledge Constructor Students critically curate a variety of resources using digital tools to construct knowledge, produce, creative artifacts and make meaningful learning experiences for themselves and others.	**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. **3.b**. With guidance from an educator, students become familiar with age-appropriate criteria for evaluating digital content. **3.c**. With guidance from an educator, students explore a variety of teacher-selected tools to organize information and make connections to their learning.	• I can plan and engage in research to grow my knowledge. • I can determine if a source is valid and relevant. • I can use online tools to create a collection of artifacts and make connections on a meaningful topic. • I can learn about real-world	• Teach students how to use different technology tools to grow their knowledge on a topic. • Provide opportunities for students to expand their thinking by analyzing the information they gather. •	https://www.juniorsafesearch.com/ Kid Rex Search Engine ScootPad Spelling City

	3.d. With guidance from an educator, students explore real-world issues and problems and share their ideas about them with others.	issues and develop an opinion using digital resources.		
Innovative Designer Students use a variety of technologies within a design process to solve problems by creating new, useful or imaginative solutions.	**4.a**. With guidance from an educator, students ask questions, suggest solutions, test ideas to solve problems and share their learning. **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. **4.c.** Students use a design process to develop ideas or creations, and they test their design and redesign if necessary. **4.d.** Students demonstrate perseverance when working to complete a challenging task.	• I can follow a process to brainstorm ideas, test my ideas, and share my learning. • I can use a provided digital tool to design a solution to a problem. • I can work on an open-ended problem using digital tools to better understand and explain ideas. • I can work on a challenging task until it is completed.	• Teach how to use digital tools to follow a process, or persevere through a design in order to solve problems. • Provide opportunities for students to develop their own thinking through a design process and understand how to manage open-ended problems.	Current Science curriculum-STEM projects. STEM Resources Next Gen Science Classroom Sample Tasks EduCreations

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.	**5.a**. With guidance from an educator, students identify a problem and select appropriate technology tools to explore and find solutions. **5.b.** With guidance from an educator, students analyze age-appropriate data and look for similarities in order to identify patterns and categories. **5.c**. With guidance from an educator, students break a problem into parts and identify ways to solve the problem. **5.d.** Students understand how technology is used to make a task easier or repeatable and can identify real-world examples.	• I can solve a problem using technology. • I can collect data online to solve a problem. • I can determine the key information to problem solve. • I can use technology to create and/or follow a sequence of steps. Coding	• Teach how to search for data and relevant information online. • Provide opportunities for students to problem solve in various areas of the curriculum.	Scratch Jr. Code.org Tynker.com Time for Kids Online
Creative Communicator Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.	**6.a.** With guidance from an educator, students choose different tools for creating something new or for communicating with others. **6.b.** Students use digital tools to create original works. **6.c.** With guidance from an educator, students share ideas in multiple ways—visual, audio, etc. **6.d.** With guidance from an educator, students select technology to share their ideas with different people.	• I can understand the purpose for using a specific technology tool. • I can use digital tools to create an original work. • I can express my ideas in a digital format. • I can create a presentation for a designated audience.	• Teach various tools for online creation. • Provide opportunities for students to share work and ideas with others.	iMovie app Comic Creator 7 apps for Creation Prezi Google Docs or Slides Microsoft Programs iBook Creator Little Bird Tales Explain Everything app

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.	• I can use technology to share my ideas with others with the help of an adult. • I can use collaborative technology to explore solutions to a problem in a small group setting. • I can collaborate with a team in a digital environment to accomplish a goal. • I can investigate local and global issues in an online environment with peers.	• Teach online collaboration tools and behaviors. • Provide opportunities for students to collaborate in a digital environment.	Norms of Collaboration Online Tools for Collaboration Seesaw iMovie Text to Speech Weekly Reader Scholastic News Skype in the Classroom Appear in Google Hangouts Dogo News