

# 1st Grade

## 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 Students will develop technology strategies to achieve and reflect on learning goals to improve outcomes. **1.ET.EL.1**
    - 1 Demonstrate how to create a learning goal with the use of technology tools. **1.ET.EL.1.1**
  - 2 With or without support, students build networks of experts and peers to enhance their learning. **1.ET.EL.2**
    - 1 Communicate original ideas with the use of digital tools within a group. **1.ET.EL.2.1**
    - 2 Students will use instructional videos during learning and collaboration. **1.ET.EL.2.2**
  - 3 Students improve learning by seeking feedback from others using digital tools and other resources to demonstrate learning in a variety of ways. **1.ET.EL.3**
    - 1 Collaborate with others, provide feedback, and make improvements to complete a task. **1.ET.EL.3.1**
  - 4 Students demonstrate an understanding of how technology works, know how to independently troubleshoot, and are not afraid to take a risk in choosing and utilizing new or current technologies for learning. **1.ET.EL.4**
    - 1 Utilize grade-level appropriate technology vocabulary. **1.ET.EL.4.1**
    - 2 Independently and collaboratively troubleshoot basic problems when using age appropriate digital tools. **1.ET.EL.4.2**
    - 3 Effectively operate a device with minimal support. **1.ET.EL.4.3**
    - 4 Recognize letters and numbers on the keyboard. **1.ET.EL.4.4**
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## Computational Thinker

**Students develop and employ strategies for demonstrating an understanding of and solving problems in ways that leverage the power of technological methods to develop and test solutions.**

- 1 Students select appropriate technology to analyze data, create models, and problem-solve through the use of logical thinking. **1.ET.CT.1**
    - 1 Create a model or graph to visually demonstrate an understanding of a concept in a collaborative group. **1.ET.CT.1.1**
  - 2 Students use the computational thought process to represent data, deconstruct problems, identify key information, and formulate solutions. **1.ET.CT.2**
    - 1 With support, students analyze data and look for similarities in order to identify patterns and categories. **1.ET.CT.2.1**
  - 3 Students will recognize basic concepts of automation including decomposition, abstraction, use algorithmic thinking, and pattern recognition. **1.ET.CT.3**
    - 1 Create and follow step-by-step sequences to complete a task. **1.ET.CT.3.1**
    - 2 Implement proper introductory computer programming vocabulary. **1.ET.CT.3.2**
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## 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.**

- 1 Students will demonstrate an understanding of the importance of creating and maintaining a positive online identity and the permanence and future impact of their online and offline decisions when using digital technology. **1.ET.DC.1**
    - 1 Identify proper online etiquette and how online interactions impact their lives in digital and non-digital spaces. **1.ET.DC.1.1**
  - 2 Students will practice positive, safe, legal, and ethical behavior when using technology. **1.ET.DC.2**
    - 1 Demonstrate respectful behaviors in real-world situations. **1.ET.DC.2.1**
  - 3 Students demonstrate and promote respect for using and sharing the intellectual property of others and themselves. **1.ET.DC.3**
    - 1 Demonstrate an understanding that digital resources (videos, images, text) are created by others and must be used respectfully. **1.ET.DC.3.1**
  - 4 Students demonstrate a knowledge of how personal data is collected, tracked, and used, how to maintain privacy, and how to safely share it online. **1.ET.DC.4**
    - 1 Explain why it is not safe to enter personal information into a website, online gaming system, etc. without adult supervision. **1.ET.DC.4.1**
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## Innovative Designer

**Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.**

- 1 With or without the use of technology, students can apply a design process to generate ideas, consider possible solutions, create a plan to solve a problem, and share their innovative ideas with others. **1.ET.ID.1**
    - 1 Use basic search tools with a digital resource. **1.ET.ID.1.1**
    - 2 Use text and visuals to identify, solve, and share a problem. **1.ET.ID.1.2**
  - 2 Students persevere when researching and solving open-ended problems and use trial-and-error strategies to test and refine prototypes. **1.ET.ID.2**
    - 1 With support, students will test ideas to determine possible solutions to problems. **1.ET.ID.2.1**
    - 2 Demonstrate an understanding of a given problem(s) and persevere in solving. **1.ET.ID.2.2**
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## 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.**

- 1 Students evaluate and select a variety of platforms and tools to create products and communicate with others to appropriately complete tasks. **1.ET.CC.1**
    - 1 With guidance, students will select a digital tool to use to publish their work. **1.ET.CC.1.1**
  - 2 Students create original artifacts or responsibly remix or repurpose existing digital resources. **1.ET.CC.2**
    - 1 Collect and present data in various visual formats. **1.ET.CC.2.1**
  - 3 Students select the appropriate medium and communicate clear, complex ideas through the use of visualizations for an intended audience. **1.ET.CC.3**
    - 1 Present a product to an audience. **1.ET.CC.3.1**
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## 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.**

- 1 Students will use collaborative digital tools to connect with people of different backgrounds, cultures, and points of view to examine local, national, and global issues. **1.ET.GC.1**
    - 1 Communicate with people of different backgrounds, cultures and points of view using communication tools. **1.ET.GC.1.1**
    - 2 With support, utilize appropriate digital tools to further investigate specific issues. **1.ET.GC.1.2**
  - 2 In a collaborative team, students will perform a variety of roles to complete a project or solve a problem using digital tools. **1.ET.GC.2**
    - 1 Perform a role in a group to complete a project or solve a problem. **1.ET.GC.2.1**
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## 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.**

- 1 Students employ appropriate research techniques to effectively locate credible resources to help them in the learning process. **1.ET.KC.1**
  - 1 Analyze the credibility of teacher-selected resources. **1.ET.KC.1.1**
- 2 Students learn how to evaluate sources for currency, authority, accuracy, perspective and relevance. **1.ET.KC.2**
  - 1 Distinguish the difference between fiction and non-fiction. **1.ET.KC.2.1**
  - 2 Distinguish the difference between fact and opinion. **1.ET.KC.2.2**
- 3 Students use a variety of strategies and digital tools to organize information and make meaningful connections. **1.ET.KC.3**
  - 1 With guidance, students will use digital multimedia tools to organize information. **1.ET.KC.3.1**
  - 2 Use tools on a device to transfer information from one place to another. **1.ET.KC.3.2**
- 4 Students use digital tools to explore real world problems and issues and pursue potential solutions. **1.ET.KC.4**
  - 1 Use digital tools to solve a real-world problem. **1.ET.KC.4.1**