

# Snapshot – Kindergarten Technology Applications

## Catholic Identity Standards

|                     |                                                                                                                |
|---------------------|----------------------------------------------------------------------------------------------------------------|
| <b>K.0</b>          | The student understands and integrates the content of what is learned into their faith and daily life.         |
| <b>Ways to Grow</b> | K.0A recognize that every human life is sacred because each person is created and loved by God                 |
|                     | K.0B describe ways to take part in/be responsible to the community by discerning and using our God-given gifts |
|                     | K.0C recognize and oppose unjust social structures and work toward justice for all                             |
|                     | K.0D see God at work in all things and as expressed in the sacraments                                          |
|                     | K.0E connect scripture, tradition, and the models of Mary and the saints to guide, grow, and deepen faith      |

## Computational Thinking

|            |                                                                                                                                                                                    |
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| <b>K.1</b> | The student explores the core concepts of computational thinking, a set of problem-solving processes that involve decomposition, pattern recognition, abstraction, and algorithms. |
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| Applied Standards |                                                                                                                 | Supporting Standards |                                                                     |
|-------------------|-----------------------------------------------------------------------------------------------------------------|----------------------|---------------------------------------------------------------------|
| K.1A              | identify a problem or task such as making a sandwich and break it down (decompose) into smaller pieces          | K.1B                 | identify simple patterns and make predictions based on the patterns |
| K.1C              | identify algorithms (step-by-step instructions) using a sequential process such as first, next, then, and last. |                      |                                                                     |

## Computational Thinking

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| <b>K.2</b> | The student, with guidance from an educator, applies the fundamentals of computer science. |
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| K.2A | 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. |  |  |
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## Creativity and Innovation

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| <b>K.3</b> | 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. |
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| K.3B | use a design process with components such as asking questions, brainstorming, or storyboarding to identify and solve authentic problems with adult assistance | K.3A | practice personal skills, including following directions, needed to successfully implement design processes |
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## Data Literacy, Management, and Representation

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| <b>K.4</b> | The student defines data and explains how data can be found and collected. |
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| K.4A | communicate an understanding that data is information collected about people, events, or objects such as computer searches and weather patterns |  |  |
| K.4B | communicate with adult assistance the idea that digital devices can search for and retrieve information                                         |  |  |

## Digital Citizenship

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| <b>K.5</b> | The student identifies appropriate ways to communicate in various digital environments. |
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| K.5A | identify and demonstrate responsible behavior within a digital environment |  |  |
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## Digital Citizenship

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| <b>K.6</b> | The student recognizes and practices responsible, legal, and ethical behavior while using digital tools and resources. |
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| K.6A | demonstrate acceptable use of digital resources and devices      |  |
| K.6B | communicate an understanding that all digital content has owners |  |

## Digital Citizenship

|            |                                                                                                                         |                                                                                                                                                                          |
|------------|-------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>K.7</b> | The student practices safe, legal, and ethical digital behaviors to become a socially responsible digital citizen.      |                                                                                                                                                                          |
| K.7A       | identify ways to keep a user account safe, including not sharing login information and logging off accounts and devices | K.7B 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 |

## Practical Technology Concepts

|            |                                                                                                                                                                                                        |                                                                                                                    |
|------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|
| <b>K.8</b> | The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations                                                                                                 |                                                                                                                    |
| K.8A       | use a variety of applications, devices, and online learning environments to engage with content                                                                                                        |                                                                                                                    |
| K.8B       | identify basic computer hardware, including a variety of input and output devices, and software using accurate terminology                                                                             |                                                                                                                    |
| K.8C       | 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 |                                                                                                                    |
| K.8E       | identify, locate, and practice using keys on the keyboard, including letters, numbers, and special keys such as space bar and backspace                                                                | K.8D practice ergonomically correct keyboarding techniques and developmentally appropriate hand and body positions |