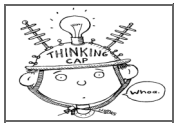
# K-2 Tech Apps

| Strand | Knowledge and Skill | Student Expectation |
|---|---|---|
|  Creativity and Innovation | **1. The student uses creative thinking and innovative processes to construct knowledge and develop digital products. The student is expected to:** | (A) apply prior knowledge to develop new ideas, products, and processes;<br>(B) create original products using a variety of resources;<br>(C) explore virtual environments, simulations, models, and programming languages to enhance learning;<br>(D) create and execute steps to accomplish a task; and<br>(E) evaluate and modify steps to accomplish a task. |
|  Communication and Collaboration | **2. The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to:** | (A) use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally;<br>(B) participate in digital environments to develop cultural understanding by interacting with learners of multiple cultures;<br>(C) format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium; and<br>(D) select, store, and deliver products using a variety of media, formats, devices, and virtual environments. |
|  Research and Information Fluency | **3. The student acquires and evaluates digital content. The student is expected to:** | (A) use search strategies to access information to guide inquiry;<br>(B) use research skills to build a knowledge base regarding a topic, task, or assignment; and<br>(C) evaluate the usefulness of acquired digital content. |
|   Critical Thinking, Problem Solving and Decision Making | **4. The student applies critical-thinking skills to solve problems, guide research, and evaluate projects using digital tools and resources. The student is expected to:** | (A) identify what is known and unknown and what needs to be known regarding a problem and explain the steps to solve the problem;<br>(B) evaluate the appropriateness of a digital tool to achieve the desired product;<br>(C) evaluate products prior to final submission; and<br>(D) collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charts, multimedia, simulations, models, and programming languages. |
|  Digital Citizenship | **5. The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:** | (A) adhere to acceptable use policies reflecting appropriate behavior in a digital environment;<br>(B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws; and<br>(C) practice the responsible use of digital information regarding intellectual property, including software, text, images, audio, and video. |
|  Technology Operations and Concepts | **6. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:** | (A) use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies;<br>(B) use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems;<br>(C) perform basic software application functions, including opening an application and creating, modifying, printing, and saving files;<br>(D) use a variety of input, output, and storage devices;<br>(E) use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning;<br>(F) demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning; and<br>(G) use the help feature online and in applications. |