

Grade 2

Adopted 2021

Empowered Learner

- 1. Recognize that technology provides the opportunity to enhance relevance, increase confidence, offer authentic choice, and produce positive impacts in learning.** [CSS.EL.K-2.1](#)
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Knowledge Constructor

- 2. Use digital tools (e.g. computers, tablets, cameras, software, 3D printers, etc....) to build knowledge, produce creative artifacts, and make meaningful learning experiences for themselves and others.** [CSS.KC.K-2.2](#)
 3. Identify and use the home row of the keyboard effectively. [CSS.KC.K-2.2.3](#)
 4. Build (use, modify and/or create) collections of digital images and words to communicate learning using a variety of media types. [CSS.KC.K-2.2.4](#)
 5. Analyze collections of digital images and words for how well each collection communicates learning. [CSS.KC.K-2.2.5](#)
 6. Identify a problem of interest to the learner and create a solution using digital tools. [CSS.KC.K-2.2.6](#)
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Digital Citizen

- 3. Identify the rights, responsibilities, and opportunities of living, learning, and working in an interconnected society and model behaviors that are safe, legal, and ethical.** [CSS.DC.K-2.3](#)
 7. Recognize work that is created by others. [CSS.DC.K-2.3.7](#)
 8. Recognize that credit is given for the work of others found online. [CSS.DC.K-2.3.8](#)
 9. Create an artifact that demonstrates a positive personal digital identity. [CSS.DC.K-2.3.9](#)
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Innovative Designer and Creator

- 4. Use the Design Process (use, modify, create) with a variety of tools to identify and solve problems by creating new, modified, or imaginative solutions.** [CSS.IDC.K-2.4](#)
 2. Modify an existing model for a specific purpose or for a specific group of users. [CSS.IDC.K-2.4.2](#)
 3. Create and test a model and analyze it from the perspective of an end user. [CSS.IDC.K-2.4.3](#)
 5. Understand that innovation follows a process such as system life cycle, engineering design (use, modify, create) or design thinking (empathize, define, ideate, prototype and test). [CSS.IDC.K-2.4.5](#)
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Computational Thinker

- 5. Develop and employ Computational Thinking strategies (break-down, find patterns, and create algorithms) to identify and solve problems.** [CSS.CT.K-2.5](#)
 1. Recognize that problems can be broken down into smaller parts in order to create a solution. Vocabulary Term: Decompose (to break down) [CSS.CT.K-2.5.1](#)
 5. Identify multiple ways solutions can be applied to solve problems. Vocabulary Term: Abstraction [CSS.CT.K-2.5.5](#)
 6. Analyze and debug (identify and fix) with or without a computing device. [CSS.CT.K-2.5.6](#)
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Creative Communicator

- 6. Use digital tools to creatively share and express ideas.** [CSS.CC.K-2.6](#)
 1. Create a variety of artifacts. [CSS.CC.K-2.6.1](#)
 2. Exchange information or ideas clearly and creatively using digital tools while considering audience and intended purpose. [CSS.CC.K-2.6.2](#)
 3. Present information using a digital device. [CSS.CC.K-2.6.3](#)
 4. Create artifacts for specific purposes that gives and receives feedback. [CSS.CC.K-2.6.4](#)
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Global Collaborator

- 7. Use digital tools to collaborate with others both locally and globally.** [CSS.GC.K-2.7](#)
 1. Identify technology (hardware and software) that allows collaboration with others. [CSS.GC.K-2.7.1](#)
 2. Use digital tools to connect with individuals from different backgrounds and cultures. [CSS.GC.K-2.7.2](#)
 3. Understand features of online environments. [CSS.GC.K-2.7.3](#)
 4. Participate in various roles on a team to work on a common goal and create an inclusive environment. [CSS.GC.K-2.7.4](#)
 5. Participate in an online collaborative learning environment. [CSS.GC.K-2.7.5](#)
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Reflective Researcher

- 8. Select appropriate sources to conduct authentic research to produce a relevant and credible product.** [CSS.RR.K-2.8](#)
 4. Progress from using a teacher developed list of resources, to selecting resources independently. [CSS.RR.K-2.8.4](#)
 5. Select digital and analog resources, explain why a source was selected, and describe why it was the best source. [CSS.RR.K-2.8.5](#)
 6. Collect and organize data. [CSS.RR.K-2.8.6](#)
 7. Create a product of research collaboratively or independently. (e.g., table of data, writing assignment, collection of resources). [CSS.RR.K-2.8.7](#)
 8. Create and share a research project reflecting and crediting a variety of quality resources. [CSS.RR.K-2.8.8](#)
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Digital Awareness

9. Understand how people can use technology. CSS.DA.K-2.9

10. Use devices appropriately. CSS.DA.K-2.9.10

11. Choose and use appropriate hardware and software tools for a given purpose using accurate terminology. CSS.DA.K-2.9.11