

1st Grade

Networks & Internet:
Networks link computers and devices locally and around the world allowing people to access and communicate information. [1.NI](#)

- 1 Recognize that connecting computing devices allows information sharing. [1.NI.1](#)

Hardware & Software:
Devices, hardware, and software work together as a system to accomplish tasks. [1.HS](#)

- 1 Use appropriate terminology to identify common computing devices and components. [1.HS.1](#)
- 2 With guidance, use a computing device to perform a variety of tasks. [1.HS.2](#)
- 3 Recognize users have different technology needs. [1.HS.3](#)

Troubleshooting:
Strategies for solving technology system problems. [1.T](#)

- 1 Understand technology systems might not work as expected and with guidance, use appropriate terminology to describe a problem. [1.T.1](#)

Problem Solving & Algorithms: Strategies for understanding and solving problems. [1.PSA](#)

- 1 Solve a problem through trial and error using given materials/resources. [1.PSA.1](#)
- 2 Follow a set of instructions (algorithms) in order to complete a task. [1.PSA.2](#)
- 3 Define debug. [1.PSA.3](#)
- 4 Identify and practice debugging strategies including 'Go back to when it worked'. [1.PSA.4](#)

Data Creation & Analysis: Data can be collected, used, and presented with computing devices or digital tools. [1.DCA](#)

- 1 With guidance, identify and interpret data from a chart or graph in order to make a prediction with or without a computing device. [1.DCA.1](#)

Development & Design:
Design processes to create new, useful, and

- 1 With guidance, create programs to accomplish tasks that includes sequencing or looping. [1.DD.1](#)

imaginative solutions to problems. 1.DD

Access: Effective search strategies can locate information for intellectual or creative pursuits. 1.A

1 Use a keyword search with a teacher-selected online resource. 1.A.1

Evaluate: Information sources can be evaluated for accuracy, currency, appropriateness, and purpose. 1.E

1 With guidance, evaluate information for research purposes. 1.E.1

Create: It is important to both consume and produce information to be digitally literate. 1.C

1 Independently or with guidance, create a digital product. 1.C.1

Intellectual Property: Respect for the rights and obligations of using and sharing intellectual property. 1.IP

1 Understand that creative works have owners. 1.IP.1

2 With guidance, give credit to the creator of a creative work. 1.IP.2

Impacts of Computing: Past, present, and possible future impact of technology on society. 1.IC

1 Identify how technologies are used in and out of school. 1.IC.1

Social Interactions: Technology facilitates collaboration with others. 1.SI

1 With guidance, use technology to share thinking with peers. 1.SI.1

Safety & Ethics: There are both positive and negative impacts in social and ethical behaviors for using technology. 1.SE

1 Identify how to use technology in safe and correct ways. (CYSEC) 1.SE.1

2 Understand the differences between a username and authentication methods and independently use them to access technology. (CYSEC) 1.SE.2

Responsible Use: Respect and dignity in

1 Identify positive and negative behaviors when using electronic communication. (CYSEC) 1.RU.1

**virtual
communities.** 1.RU

2 Discuss reporting inappropriate electronic content. (CYSEC) 1.RU.2

4 Comply with Acceptable Use Policies. 1.RU.4

**Digital Identity:
Responsibilities and
opportunities of living,
learning, and working in
an interconnected
digital world.**

1 Recognize that you have a digital identity. 1.DI.1