



Essential Computer Standards

Grades K-2



Students will use their knowledge of technology to choose, demonstrate, operate, and use previous knowledge to explore current and emerging technologies.



Students will demonstrate safe, legal, and ethical online actions when using networked devices.

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.



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

Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models, and algorithmic thinking in exploring and finding solutions.





Essential Computer Standards

Grades K - 2



Students publish or present content that customizes the message and medium for their intended audiences



Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.



Essential Computer Standards Grades 3-5



Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.



Students will use their knowledge of technology to choose, demonstrate, operate, and use previous knowledge to explore current and emerging technologies.



Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.



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.



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



Essential Computer Standards

Grades 3-5



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



Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions

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.



Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.