

# Technology Vertical Alignment, Prekindergarten to Grade 2

Grade Level	Prekindergarten	Kindergarten	Grade 1	Grade 2
Standards	Texas Prekindergarten Guidelines	Texas Essential Knowledge and Skills (TEKS)	Texas Essential Knowledge and Skills (TEKS)	Texas Essential Knowledge and Skills (TEKS)
Domain / Content Area	X. Technology Domain	Technology Applications	Technology Applications	Technology Applications
Sub-Domains / Strands	A. Technology and Devices Skills	<ol style="list-style-type: none"> <li>1. Creativity and innovation</li> <li>2. Communication and collaboration</li> <li>3. Research and information fluency</li> <li>4. Critical thinking, problem solving, and decision making</li> <li>5. Digital citizenship</li> <li>6. Technology operations and concepts</li> </ol>	<ol style="list-style-type: none"> <li>1. Creativity and innovation</li> <li>2. Communication and collaboration</li> <li>3. Research and information fluency</li> <li>4. Critical thinking, problem solving, and decision making</li> <li>5. Digital citizenship</li> <li>6. Technology operations and concepts</li> </ol>	<ol style="list-style-type: none"> <li>1. Creativity and innovation</li> <li>2. Communication and collaboration</li> <li>3. Research and information fluency</li> <li>4. Critical thinking, problem solving, and decision making</li> <li>5. Digital citizenship</li> <li>6. Technology operations and concepts</li> </ol>

## Creativity and Innovation

<b>Prekindergarten</b>	<b>Kindergarten</b>	<b>Grade 1</b>	<b>Grade 2</b>
X.A. Technology and Device Skills	K(1) Creativity and innovation. The student uses creative thinking and innovative processes to construct knowledge and develop digital products. The student is expected to:	1(1) Creativity and innovation. The student uses creative thinking and innovation processes to construct knowledge and develop digital products. The student is expected to:	2(1) Creativity and innovation. The student uses creative thinking and innovation processes to construct knowledge and develop digital products. The student is expected to:
X.A.3. Child uses digital learning applications and programs to create digital products and express own ideas.	K(1)(A) apply prior knowledge to develop new ideas, products, and processes;	1(1)(A) apply prior knowledge to develop new ideas, products, and processes;	2(1)(A) apply prior knowledge to develop new ideas, products, and processes;
X.A.3. Child uses digital learning applications and programs to create digital products and express own ideas.	K(1)(B) create original products using a variety of resources;	1(1)(B) create original products using a variety of resources;	2(1)(B) create original products using a variety of resources;
No standard present in the vertical progression	K(1)(C) explore virtual environments, simulations, models, and programming languages to enhance learning;	1(1)(C) explore virtual environments, simulations, models, and programming languages to enhance learning;	2(1)(C) explore virtual environments, simulations, models, and programming languages to enhance learning;
No standard present in the vertical progression	K(1)(D) create and execute steps to accomplish a task; and	1(1)(D) create and execute steps to accomplish a task; and	2(1)(D) create and execute steps to accomplish a task; and
No standard present in the vertical progression	K(1)(E) evaluate and modify steps to accomplish a task.	1(1)(E) evaluate and modify steps to accomplish a task.	2(1)(E) evaluate and modify steps to accomplish a task.

## Communication and Collaboration

<b>Prekindergarten</b>	<b>Kindergarten</b>	<b>Grade 1</b>	<b>Grade 2</b>
X.A. Technology and Device Skills	K(2) Communication and collaboration. The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to:	1(2) Communication and collaboration. The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to:	2(2) Communication and collaboration. The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to:
No standard present in the vertical progression	K(2)(A) use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally;	1(2)(A) use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally;	2(2)(A) use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally;
No standard present in the vertical progression	K(2)(B) participate in digital environments to develop cultural understanding by interacting with learners of multiple cultures;	1(2)(B) participate in digital environments to develop cultural understanding by interacting with learners of multiple cultures;	2(2)(B) participate in digital environments to develop cultural understanding by interacting with learners of multiple cultures;
X.A.3. Child uses digital learning applications and programs to create digital products and express own ideas.	K(2)(C) format digital information, including font attributes, color, white space, graphics, and animation for a defined audience and communication medium; and	1(2)(C) format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium; and	2(2)(C) format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium; and
No standard present in the vertical progression	K(2)(D) select, store, and deliver products using a variety of media, formats, devices, and virtual environments.	1(2)(D) select, store, and deliver products using a variety of media, formats, devices, and virtual environments.	2(2)(D) select, store, and deliver products using a variety of media, formats, devices, and virtual environments.

## Research and Information Fluency

<b>Prekindergarten</b>	<b>Kindergarten</b>	<b>Grade 1</b>	<b>Grade 2</b>
X.A. Technology and Device Skills	K(3) Research and information fluency. The student acquires and evaluates digital content. The student is expected to:	1(3) Research and information fluency. The student acquires and evaluates digital content. The student is expected to:	2(3) Research and information fluency. The student acquires and evaluates digital content. The student is expected to:
X.A.4. Child uses technology to access appropriate information	K(3)(A) use search strategies to access information to guide inquiry;	1(3)(A) use search strategies to access information to guide inquiry;	2(3)(A) use search strategies to access information to guide inquiry;
X.A.4. Child uses technology to access appropriate information	K(3)(B) use research skills to build a knowledge base regarding a topic, task, or assignment; and	1(3)(B) use research skills to build a knowledge base regarding a topic, task, or assignment; and	2(3)(B) use research skills to build a knowledge base regarding a topic, task or assignment; and
No standard present in the vertical progression	K(3)(C) evaluate the usefulness of acquired digital content.	1(3)(C) evaluate the usefulness of acquired digital content.	2(3)(C) evaluate the usefulness of acquired digital content.

## Critical Thinking, Problem Solving, and Decision Making

Prekindergarten	Kindergarten	Grade 1	Grade 2
No standard present in the vertical progression	K(4) Critical thinking, problem solving, and decision making. The student applies critical-thinking skills to solve problems, guide research, and evaluate projects using digital tools and resources. The student is expected to:	1(4) Critical thinking, problem solving, and decision making. The student applies critical-thinking skills to solve problems, guide research, and evaluate projects using digital tools and resources. The student is expected to:	2(4) Critical thinking, problem solving, and decision making. The student applies critical-thinking skills to solve problems, guide research, and evaluate projects using digital tools and resources. The student is expected to:
No standard present in the vertical progression	K(4)(A) identify what is known and unknown and what needs to be known regarding a problem and explain the steps to solve the problem;	1(4)(A) identify what is known and what needs to be known and what needs to be known regarding a problem and explain the steps to solve the problem;	2(4)(A) identify what is known and unknown and what needs to be known regarding a problem and explain the steps to solve the problem;
No standard present in the vertical progression	K(4)(B) evaluate the appropriateness of a digital tool to achieve the desired product;	1(4)(B) evaluate the appropriateness of a digital tool to achieve the desired product;	2(4)(B) evaluate the appropriateness of a digital tool to achieve the desired product;
No standard present in the vertical progression	K(4)(C) evaluate products prior to final submission; and	1(4)(C) evaluate products prior to final submission; and	2(4)(C) evaluate products prior to final submission; and
No standard present in the vertical progression	K(4)(D) collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charts, multimedia, simulations, models, and programming languages.	1(4)(D) collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charters multimedia, simulations, models, and programming languages.	2(4)(D) collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charts, multimedia, simulations, models and programming languages.

## Digital Citizenship

Prekindergarten	Kindergarten	Grade 1	Grade 2
X.A. Technology and Device Skills	K(5) Digital citizenship. The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:	1(5) Digital citizenship. The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:	2(5) Digital citizenship. The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:
X.A.5. Child practices safe behavior while using digital tools and resources.	K(5)(A) adhere to acceptable use policies reflecting appropriate behavior in a digital environment;	1(5)(A) adhere to acceptable use policies reflecting appropriate behavior in a digital environment;	2(5)(A) adhere to acceptable use policies reflecting appropriate behavior in a digital environment;
X.A.5. Child practices safe behavior while using digital tools and resources.	K(5)(B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws; and	1(5)(B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws; and	2(5)(B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws; and
X.A.5. Child practices safe behavior while using digital tools and resources.	K(5)(C) practice the responsible use of digital information regarding intellectual property, including software, text, images, audio, and video.	1(5)(C) practice the responsible use of digital information regarding intellectual property, including software, text, images, audio, and video.	2(5)(C) practice the responsible use of digital information regarding intellectual property, including software, text, images, audio, and video.

## Technology Operations and Concepts

<b>Prekindergarten</b>	<b>Kindergarten</b>	<b>Grade 1</b>	<b>Grade 2</b>
X.A. Technology and Device Skills	K(6) Technology operations and concepts. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:	1(6) Technology operations and concepts. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:	2(6) Technology operations and concepts. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:
X.A.2. Child uses, operates, and names a variety of digital tools.	K(6)(A) use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies;	1(6)(A) use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies;	2(6)(A) use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies;
X.A.2. Child uses, operates, and names a variety of digital tools.	K(6)(B) use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems;	1(6)(B) use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems;	2(6)(B) use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems;
X.A.1. Child opens and navigates through digital learning applications and programs.	K(6)(C) perform basic software application functions, including opening an application and creating, modifying, printing, and saving files;	1(6)(C) perform basic software application functions, including opening an application and creating, modifying, printing, and saving files;	2(6)(C) perform basic software application functions, including opening an application and creating, modifying, printing, and saving files;
No standard present in the vertical progression	K(6)(D) use a variety of input, output, and storage devices;	1(6)(D) use a variety of input, output, and storage devices;	2(6)(D) use a variety of input, output, and storage devices;
No standard present in the vertical progression	K(6)(E) use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning;	1(6)(E) use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning;	2(6)(E) use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning;
No standard present in the vertical progression	K(6)(F) demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning; and	1(6)(F) demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning; and	2(6)(F) demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning; and
No standard present in the vertical progression	K(6)(G) use the help feature online and in applications.	1(6)(G) use the help feature online and in applications.	2(6)(G) use the help feature online and in applications.