21st Century Learning Educational Technology Standard
Catalina Foothills School District
Grade 1

A 21st Century Learning Community

1. CREATIVITY AND INNOVATION • KNOWLEDGE AND IDEAS • MODELS AND SIMULATIONS • TRENDS AND POSSIBILITIES • ORIGINAL WORKS	
ET1.1.1	Evaluates information to generate ideas.
ET1.1.2	Identifies elements of a digital model or simulation.
ET1.1.3	Explores and identifies models and simulations.
ET1.1.4	Identifies a system.
ET1.1.5	Recognizes and creates patterns.
ET1.1.6	Uses digital creativity tools to develop ideas and create a project.
ET1.1.7	Uses digital collaborative tools to develop collective ideas.
2. COMMUNICATION AND COLLABORATION • EFFECTIVE COMMUNICATION AND DIGITAL INTERACTIONS • DIGITAL SOLUTIONS • GLOBAL CONNECTIONS	
ET1.2.1	Communicates with others as a whole class using digital tools.
ET1.2.2	Identifies and demonstrate safe and appropriate behavior when using digital environments.
ET1.2.3	Participates in a classroom-learning project using digital collaborative resources.
ET1.2.4	Participates in a class in communication at a distance.
3. RESEARCH AND INFORMATION LITERACY • PLANNING • PROCESSING	
ET1.3.1	Generates key words and synonyms for a search.
ET1.3.2	Explores information and online sources.
ET1.3.3	Conducts a search using multiple keywords.
ET1.3.4	Uses preselected sources.
ET1.3.5	Differentiates between a fact, untruth, and an opinion.
ET1.3.6	Sorts information into major topics.
ET1.3.7	Identifies and follows ethical behaviors when using resources.
4. CRITICAL THINKING, PROBLEM SOLVING AND DECISION MAKING • INVESTIGATION • EXPLORING SOLUTIONS	
ET1.4.1	Collaborates as a class or small group to select an essential question* to research using digital resources. *Select essential questions which are rich inquiry based questions that provide higher-order challenges and creative problem-solving opportunities. This could focus on a class investigation about a community problem that is identified through various digital resources and planning tools.
ET1.4.2	Participates as group to manage a learning project and identify sources.
ET1.4.3	Proposes solutions by discussing data collected to answer a question.

5. DIGITAL CITIZENSHIP
    • SAFETY AND ETHICS
    • LEADERSHIP FOR DIGITAL CITIZENSHIP
    • IMPACT OF TECHNOLOGY	

ET1.5.1	Recognizes and discusses when it is appropriate to use a personal digital device.
ET1.5.2	Defines cyber-bullying.
ET1.5.3	Identifies and articulates rules for the use of digital tools as defined by school board policy and procedures.
ET1.5.4	Discusses why it may be dangerous to visit certain Internet sites.
ET1.5.5	Recognizes, discusses, and demonstrates appropriate behavior for technology use and shows respect for technology equipment.
ET1.5.6	Recognizes and discusses how students and families use technology to make their lives better.

6. TECHNOLOGY OPERATIONS AND CONCEPTS
    • UNDERSTANDING
    • APPLICATIONS
    • PROBLEM SOLVING
    • TRANSFER OF KNOWLEDGE	

ET1.6.1	Defines basic technology terms.
ET1.6.2	Identifies and defines technology process terminology (Required: open, close, save, save as, print, double click, and drag & drop).
ET1.6.3	Identifies technology applications for a given activity/project.
ET1.6.4	Demonstrates knowledge of ergonomics and electrical safety when using computers.
ET1.6.5	Understands keyboarding techniques when using the keyboard to type letters, numbers, and special key functions.
ET1.6.6	Composes a document that applies basic formatting.
ET1.6.7	Uses multimedia presentation programs to create simple class assignments.
ET1.6.8	Identifies and uses common navigational elements of a web page (For example: Forward/back arrows & hyperlinks).
ET1.6.9	Demonstrates appropriate use of login procedures.
ET1.6.10	Understands that there are different types of problems with technology and identify the type of problem and the steps needed to solve.
ET1.6.11	Transfers understanding of current symbols and icons to learning new technologies.