21st Century Learning Educational Technology Standard
Catalina Foothills School District
Grade 2

A 21st Century Learning Community

1. CREATIVITY AND INNOVATION	
	• KNOWLEDGE AND IDEAS
	• MODELS AND SIMULATIONS
	• TRENDS AND POSSIBILITIES
	• ORIGINAL WORKS
ET2.1.1	Evaluates information to generate ideas.
ET2.1.2	Identifies elements of a digital model or simulation.
ET2.1.3	Identifies and describes how aspects of a situation change using models or simulations.
ET2.1.4	Describes how one system operates by comparing it to another system.
ET2.1.5	Examines patterns to identify trends.
ET2.1.6	Uses digital creativity tools to create original works.
ET2.1.7	Uses digital collaborative tools to develop collective ideas.
2. COMMUNICATION AND COLLABORATION	
	• EFFECTIVE COMMUNICATION AND DIGITAL INTERACTIONS
	• DIGITAL SOLUTIONS
	• GLOBAL CONNECTIONS
ET2.2.1	Communicates with others as a whole class or small group using digital tools.
ET2.2.2	Identifies and demonstrates safe and appropriate behavior when using digital environments to communicate with others.
ET2.2.3	Identifies and applies cooperative group rules to effectively collaborate in a classroom digital learning project.
ET2.2.4	Identifies challenges and digital strategies as a class to effectively communicate with other cultures.
3. RESEARCH AND INFORMATION LITERACY	
	• PLANNING
	• PROCESSING
ET2.3.1	Generates key words and synonyms from a posed question for a search.
ET2.3.2	Differentiates types of information and online sources.
ET2.3.3	Conducts a search using keywords to narrow or broaden a search.
ET2.3.4	Uses primary and secondary sources.
ET2.3.5	Differentiates between a fact, untruth, and an opinion.
ET2.3.6	Sorts information into major topics and create a list of ideas.
ET2.3.7	Identifies and follows legal and ethical behaviors during research and cite resources appropriately.
4. CRITICAL THINKING, PROBLEM SOLVING AND DECISION MAKING	
	• INVESTIGATION
	• EXPLORING SOLUTIONS
ET2.4.1	Identifies an authentic issue and collaborate as a class to define an essential question* using digital tools and 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.
ET2.4.2	Participate as group to manage a learning project and identify sources.
ET2.4.3	Propose solutions by discussing data collected to answer a question.

5. DIGITAL CITIZENSHIP	
• SAFETY AND ETHICS	
• LEADERSHIP FOR DIGITAL CITIZENSHIP	
• IMPACT OF TECHNOLOGY	
ET2.5.1	Recognizes and discusses when it is appropriate to use a personal digital device.
ET2.5.2	Identifies cyber-bullying and discusses the effects of bullying on an individual.
ET2.5.3	Identifies and articulates rules for the use of digital tools as defined by school board policy and procedures.
ET2.5.4	Identifies and discusses ways to stay safe on the Internet.
ET2.5.5	Discusses and demonstrates appropriate behavior for technology use and shows respect for technology equipment.
ET2.5.6	Recognizes, discusses, and explains different types of technologies used in current and past cultures.
6. TECHNOLOGY OPERATIONS AND CONCEPTS	
• UNDERSTANDING	
• APPLICATIONS	
• PROBLEM SOLVING	
• TRANSFER OF KNOWLEDGE	
ET2.6.1	Classifies basic technology terms (For example: Types of hardware - keyboard, mouse, usb drive; Types of software - Kidspiration, Safari, Microsoft Word; Processes - Save, open, drag & drop).
ET2.6.2	Applies knowledge of technology process terminology.
ET2.6.3	Identifies and chooses technology applications for a given activity/project.
ET2.6.4	Demonstrates knowledge of ergonomics and electrical safety when using computers.
ET2.6.5	Understands keyboarding techniques when using the keyboard to type letters, numbers, and special key functions.
ET2.6.6	Composes a document that applies basic formatting.
ET2.6.7	Identifies and explains terms and concepts related to spreadsheets while using program to complete a given task.
ET2.6.8	Explains that computers can store and organize information so that it can be searched.
ET2.6.9	Creates and edits multimedia presentation using painting/drawing applications.
ET2.6.10	Identifies components and modules on a web page.
ET2.6.11	Demonstrates appropriate use of login procedures and network printing.
ET2.6.12	Identifies and applies successful troubleshooting strategies for minor hardware and software issues/problems (For example: Restart troublesome programs, check cap lock key, restart computer, check for extra spaces in login and password).
ET2.6.13	Transfers understanding of current symbols and icons to learning new technologies.