21st Century Learning Educational Technology Standard
Catalina Foothills School District
Kindergarten

A 21st Century Learning Community

1. CREATIVITY AND INNOVATION	
	• KNOWLEDGE AND IDEAS
	• MODELS AND SIMULATIONS
	• TRENDS AND POSSIBILITIES
	• ORIGINAL WORKS
ET0.1.1	Explores and identifies models and simulations.
ET0.1.2	Observes and extends patterns.
ET0.1.3	Uses digital creativity tools to develop ideas and create a project.
2. COMMUNICATION AND COLLABORATION	
	• EFFECTIVE COMMUNICATION AND DIGITAL INTERACTIONS
	• DIGITAL SOLUTIONS
	• GLOBAL CONNECTIONS
ET0.2.1	Communicates with others as a whole class using digital tools.
ET0.2.2	Participates in a classroom-learning project using digital collaborative resources.
ET0.2.3	Explores other cultures through digital resources.
3. RESEARCH AND INFORMATION LITERACY	
	• PLANNING
	• PROCESSING
ET0.3.1	Generates key words for a search from a teacher-posed question or topic.
ET0.3.2	Explores a variety of information sources.
ET0.3.3	Conducts a search using a key word.
ET0.3.4	Uses preselected sources.
ET0.3.5	Demonstrates knowledge of real versus make-believe.
ET0.3.6	Sorts information into major topics
ET0.3.7	Identifies and follow rules regarding the use of information resources.
4. CRITICAL THINKING, PROBLEM SOLVING AND DECISION MAKING	
	• INVESTIGATION
	• EXPLORING SOLUTIONS
ET0.4.1	Collaborates as a class 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.
ET0.4.2	Participates in a group-learning project using digital tools to answer a question.
ET0.4.3	Explores solutions or results as a class by discussing data collected.
5. DIGITAL CITIZENSHIP	
	• SAFETY AND ETHICS
	• LEADERSHIP FOR DIGITAL CITIZENSHIP
	• IMPACT OF TECHNOLOGY
ET0.5.1	Identifies use of personal devices (For example: Cell phones, laptop computers, gaming systems) and when it is appropriate to use them.
ET0.5.2	Identifies and articulate rules for the use of digital tools as defined by school board policy and procedures.
ET0.5.3	Discusses why it may be dangerous to visit certain Internet sites.
ET0.5.4	Recognizes and discusses why there are rules for using technology at home and at school.
ET0.5.5	Recognizes and discusses examples of technology used in daily life.

6. TECHNOLOGY OPERATIONS AND CONCEPTS	
• UNDERSTANDING	
• APPLICATIONS	
• PROBLEM SOLVING	
• TRANSFER OF KNOWLEDGE	
ET0.6.1	Identifies basic technology terms (For example: Keyboard, mouse, track pad, display).
ET0.6.2	Identifies technology process terminology (For example: Open, close, save, click).
ET0.6.3	Identifies technology application for a given activity/project.
ET0.6.4	Demonstrates knowledge of electrical safety when using computers and other technology.
ET0.6.5	Uses the mouse/track pad to perform computer functions such as accessing an application, indicating a choice, or activating a link. Uses the keyboard to type letters and numbers and know how to use special key functions.
ET0.6.6	Uses technology to identify letters and numbers and differentiate between them.
ET0.6.7	Uses an interactive presentation system as part of classroom work.
ET0.6.8	Identifies and uses common navigational elements of a web page.
ET0.6.9	Demonstrates appropriate use of login procedures.
ET0.6.10	Devises a class plan on how to solve different types of technology problems.
ET0.6.11	Transfers knowledge of technology used at home to technology that will be used at school.