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	 Creativity and innovation Communication and collaboration Research and information fluency Critical thinking, problem solving, and decision making Digital citizenship Technology operations and concepts 	 Creativity and innovation Communication and collaboration Research and information fluency Critical thinking, problem solving, and decision making Digital citizenship Technology operations and concepts 	 Creativity and innovation Communication and collaboration Research and information fluency Critical thinking, problem solving, and decision making Digital citizenship Technology operations and concepts

Creativity and Innovation

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

Communication and Collaboration

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

Research and Information Fluency

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

Critical Thinking, Problem Solving, and Decision Making

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

Digital Citizenship

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

Technology Operations and Concepts

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