KINDERGARTEN TECHNOLOGY / COMPUTER SCIENCE

TECHNOLOGY

Creation

- Students will explore digital tools and use technology to create original works.

Consumption

- Students will explore and show responsible use of technology.

Keyboarding

- Students will demonstrate pre-keyboarding skills.

COMPUTER SCIENCE

Computing Systems

- Identify common hardware components of computing systems.

Network and Internet

- Explain what passwords are and why it is important to not share them.

Data

- Identify and describe patterns in charts and graphs to define information stored on a computing device as data.

Algortithms

- Model daily processes by creating and following algorithms to complete tasks.

Impacts of Computing

- Demonstrate digital citizenship through appropriate social behavior and safe practices.