

Arizona Educational Technology Standard Articulated by Grade Level

Grade Pre-K

Strand 1: Creativity and Innovation

This strand requires that students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.

Concept 1: Knowledge and Ideas

Use technology to generate knowledge and new ideas.

Performance Objectives	Curriculum Connections	Explanations and Examples
	No POs for this Concept in Pre-K	

Strand 1: Creativity and Innovation

Concept 2: Models and Simulations

Use digital models and simulations to examine real-world connections, explore complex systems and issues, and enhance understanding.

Performance Objectives	Curriculum Connections	Explanations and Examples
PO 1: Explore and identify models and simulations.	SC PK-S1C1-01	Explanation: Use interactive resources to make observations and analyze a given model or simulation. Example: Use digital resources (e.g. Discovery Learning, National Geographic, Animal Planet) to gather information about bears and their habitats.

Strand 1: Creativity and Innovation

Concept 3: Trends and Possibilities

Use technology to forecast trends and possibilities.

Performance Objectives	Curriculum Connections	Explanations and Examples
	No POs for this Concept in Pre-K	

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Strand 1: Creativity and Innovation

Concept 4: Original Works

Use technology to create original works in innovative ways.

Performance Objectives	Curriculum Connections	Explanations and Examples
PO 1: Use digital creativity tools to develop ideas and create a project.		Explanation: Organize ideas, design and produce multimedia projects. Example: Students use a computer game (e.g. Scholastic, KidPix, Starfall) the students can build their own dinosaur using body parts from a variety of dinosaurs.

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Strand 2: Communication and Collaboration

This strand requires students to use digital media and environments to communicate and collaborate with others.

Concept 1: Effective Communications and Digital Interactions

Communicate and collaborate with others employing a variety of digital environments and media.

Performance Objectives	Curriculum Connections	Explanations and Examples
PO 1: Identify different methods of communication.		<p>Explanation: communicate with other students and other classes using email or video conferencing.</p> <p>Example: Students should understand that effective communication go beyond speaking, writing for example, email, video conferencing and instant messaging, and websites like SKYPE.</p>

Strand 2: Communication and Collaboration

Concept 2: Digital Solutions

Contribute to project teams to produce original works or solve problems.

Performance Objectives	Curriculum Connections	Explanations and Examples
PO 1: Identify digital tools.		<p>Explanation: Work with others using technology tools to convey ideas or illustrate simple concepts.</p> <p>Example: Share and discuss digital tools such as document computer, cell phones, cameras, digital camera, projector, digital video camera, etc.</p>

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Strand 2: Communication and Collaboration

Concept 3: Global Connections

Create cultural understanding and global awareness by interacting with learners of other cultures.

Performance Objectives	Curriculum Connections	Explanations and Examples
PO 1 : Explore other cultures through digital resources		Example: Participate in online activities from resources, such as, Discovery Learning, Enchanted Learning, and Starfall to explore other cultures. This includes listening to music, reading fables, myths, and folk tales.

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Strand 3: Research and Information Literacy

This strand requires that students apply digital tools to gather, evaluate, and use information.

Concept 1: Planning

Plan strategies to guide inquiry.

Performance Objectives	Curriculum Connections	Explanations and Examples
PO 1 : Explore a variety of information sources.		Example: Participate in a class lesson to identify sources of information, including technology, to answer questions.

Strand 3: Research and Information Literacy

Concept 2: Processing

Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.

Performance Objectives	Curriculum Connections	Explanations and Examples
PO 1: Use preselected sources		Teacher will have preselected sources on a specific topic. Example: Use kid friendly search engine such as, ASK for Kids and search for bats. Example: Use teacher created web quests to search for dinosaur facts using preselected websites such as PBS Kids, Sesame Street.org.
PO 2: Recognize things are real or make-believe.		
PO 3: Identify and follow rules regarding the use of information resources.		Explanation: Students should comply with the school district's Acceptable Use Policy (AUP) as well as be able to understand and explain their classroom rules of safe technology use. In addition, occasions may arise where potential dangers in digital environments occur and students should know how to report potentially unsafe situations to their teacher.

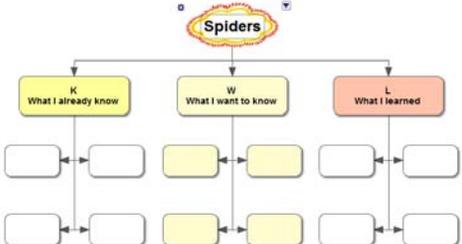
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Strand 4: Critical Thinking, Problem Solving, Decision Making

This strand requires students to use critical thinking, problem solving, and decision making to manage projects using digital tools and resources.

Concept 1: Investigation

Identify and define authentic problems and significant questions for investigations.

Performance Objectives	Curriculum Connections	Explanations and Examples
PO 1 : Collaborate to explore an essential question for investigation.		Build background knowledge and generate questions by using digital content. Example: With the guidance of the teacher, record questions for a digital KWL chart using a concept mapping tool such as Webspiration or interactive whiteboard activities. 

Strand 4: Critical Thinking, Problem Solving, Decision Making

Concept 2: Exploring Solutions

Plan and manage activities to develop solutions to answer a question or complete a project.

Performance Objectives	Curriculum Connections	Explanations and Examples
PO 1: Participate in a learning project using digital planning tools.		Participate in a class lesson using technology to explore collecting data. For example,
PO 2: Discuss data collected on a predefined question to explore solutions		Students will examine solutions. Example: After grouping apples by color the teacher
Performance Objectives	Curriculum Connections	Explanations and Examples
or results.		will create chart, pictograph, graph using a digital tool

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		<p>(spreadsheet, painting program, interactive whiteboard activity) and lead a guided discussion on predefined questions such as:</p> <p>How many red apples? Which color of apples is the least? Which color of apples is the most?</p>
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Strand 5: Digital Citizenship

This strand requires students to understand human, cultural, and societal issues related to technology practice and ethical behavior.

Concept 1: Safety and Ethics

Advocate and practice safe, legal, and responsible use of information and technology.

Performance Objectives	Curriculum Connections	Explanations and Examples
PO 1: Identify use of personal devices and when it is appropriate to use them		Participate in class or small group lessons on when it is appropriate to use technology tools to meet personal needs.
PO 2: Identify and articulate rules for the use of digital tools.		Students will practice responsible and appropriate use of technology systems, software, and information.
PO 3: Recognize and discuss why there are rules for using technology at home and at school.		Practice safe, legal, and responsible use of information and technology. Example: Discuss why it may be dangerous to visit certain websites. Also, discuss why there are rules for using technology at home and at school.

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Strand 5: Digital Citizenship

Concept 2: Leadership for Digital Citizenship

Demonstrate leadership for digital citizenship.

Performance Objectives	Curriculum Connections	Explanations and Examples
	No POs for this Concept in Pre-K	

Strand 5: Digital Citizenship

Concept 3: Impact of Technology

Develop an understanding of cultural, historical, economic and political impact of technology on individuals and society.

Performance Objectives	Curriculum Connections	Explanations and Examples
PO 1: Recognize and discuss examples of technology used in daily life.		Explain how technology affects the students in their daily life. Example: Identify examples of technology used in their daily lives such as telephone, microwave, television, cameras, and computer.

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Strand 6: Technology Operations and Concepts

This strand requires students to demonstrate a sound understanding of technology concepts, systems, and operations.

Concept 1: Understanding

Recognize, define and use technology processes, systems, and applications.

Performance Objectives	Curriculum Connections	Explanations and Examples										
PO 1. Identify basic technology terms.		<p>Example: Use correct vocabulary to describe digital technologies</p> <table border="1" data-bbox="1262 553 1845 951"> <thead> <tr> <th data-bbox="1270 557 1392 630">Hardware</th> <th data-bbox="1396 557 1499 630">Software</th> <th data-bbox="1503 557 1619 630">Internet</th> <th data-bbox="1623 557 1751 630">Technical</th> <th data-bbox="1755 557 1837 630">Commands</th> </tr> </thead> <tbody> <tr> <td data-bbox="1270 633 1392 948">CD Computer Digital Camera DVD Keyboard Laptop Mouse PC Printer Scroll Speakers</td> <td data-bbox="1396 633 1499 948">Clip Art Desktop Folder Window</td> <td data-bbox="1503 633 1619 948">Bookmark Download Favorites Google Home Page Search Web Page Website WWW</td> <td data-bbox="1623 633 1751 948">Cursor Icon Login MP3 Password</td> <td data-bbox="1755 633 1837 948">Delete Double - Click Drag Click</td> </tr> </tbody> </table>	Hardware	Software	Internet	Technical	Commands	CD Computer Digital Camera DVD Keyboard Laptop Mouse PC Printer Scroll Speakers	Clip Art Desktop Folder Window	Bookmark Download Favorites Google Home Page Search Web Page Website WWW	Cursor Icon Login MP3 Password	Delete Double - Click Drag Click
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CD Computer Digital Camera DVD Keyboard Laptop Mouse PC Printer Scroll Speakers	Clip Art Desktop Folder Window	Bookmark Download Favorites Google Home Page Search Web Page Website WWW	Cursor Icon Login MP3 Password	Delete Double - Click Drag Click								
PO 2. Identify technology process terminology.		<p>Using technology terms on a daily basis within contextual situations is necessary to student understanding.</p> <p>Example: Use mouse/pad to access an application.</p>										
PO 3. Identify technology applications for a given activity/project.		<p>Example: Use digital drawing tools to illustrate pages in a ABC book. (e.g., Kidpix, Pixies, MS Paint)</p>										
PO 4. Demonstrate knowledge of electrical safety when using computers and other technology.		<p>Students should know that electrical cords and outlets should not be touched.</p> <p>Example: Discuss with class that electrical cords and outlets should only be handled by an adult.</p>										

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Strand 6: Technology Operations and Concepts

Concept 2: Applications

Select and use applications effectively and productively.

Performance Objectives	Curriculum Connections	Explanations and Examples
PO 1: Use the mouse/track pad to perform computer functions such as accessing an application, indicating a choice or activating a link. Use the keyboard to type letters and numbers and know how to use special key functions.		Example: Use single click and double click functions of the mouse. Example: Locate, identify and use letter/number keys.
PO 2. Use technology to identify letters and numbers and differentiate between them.		
PO 3. Identify and use common navigational elements of a web page.		Example: Although typically, pre-k and kindergarten cannot read, many websites, such as Starfall.com and PBS Kids.org uses kid-friendly picture icons to help identify the feature requested and navigate within site. Example: Use vocabulary such as, web site, web page and home page when navigating thru a site on the World Wide Web.

Strand 6: Technology Operations and Concepts

Concept 3: Problem Solving

Define problems and investigate solutions in systems and processes.

Performance Objectives	Curriculum Connections	Explanations and Examples
PO 1: Understand that there are different types of problems with technology.		Example: With teacher assistance, verify that cables are connected and power is on.

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Strand 6: Technology Operations and Concepts

Concept 4: Transfer of Knowledge

Transfer current knowledge to learning of new technologies.

Performance Objectives	Curriculum Connections	Explanations and Examples
PO 1. Demonstrate knowledge of technology used at home.		Identify examples of technology used in their daily lives such as, telephone, microwave, television, cameras, and computer.