Technology Applications, Grade 2

Subject: Technology Applications
Grade: 02
Expectations: 23
Breakouts: 71

(a) Introduction.

1. Technology includes data communication, data processing, and the devices used for these tasks locally and across networks. Learning to apply these technologies motivates students to develop critical-thinking skills, higher-order thinking, and innovative problem solving. Technology applications incorporates the study of digital tools, devices, communication, and progr

(B) apply a design process with components such as testing and reflecting to create new and useful solutions to identify and solve for authentic problems.

   (i)   apply a design process with components to create new solutions to identify authentic problems

   (ii)   apply a design process with components to create new solutions to solve for authentic problems(i)

(A) explain and demonstrate the importance of acceptable use of digital resources and devices as outlined in local policies or acceptable use policy (AUP); and

    (i) explain the importance of acceptable use of digital resources as outlined in local policies or acceptable use policy (AUP)

    (ii) explain the importance of acceptable use of digital devices as outlined in local policies or acceptable use policy (AUP)

    (iii) demonstrate the importance of acceptable use of digital resources as outlined in local policies or acceptable use policy (AUP)

    (iv) demonstrate the importance of acceptable use of digital devices as outlined in local policies or acceptable use policy (AUP)

(B) communicate an understanding that all digital content has owners and explain the importance of respecting others' belongings as they apply to digital content and information.

    (i) communicate an understanding that all digital content has owners

    (ii) explain the importance of respecting others' belongings as they apply to digital content and information

(9) Digital citizenship

(v)   select a variety of devices to share content

(vi)

(E)