

K-2 TA TEKS Alignment

K-2		K Clarifications	1 Clarifications	2 Clarifications
Creativity and innovation. The student uses creative thinking and innovative processes to construct knowledge and develop digital products. The student is expected to:		MAKE IT!		
	(A) apply prior knowledge to develop new ideas, products, and processes;	Students apply prior knowledge to make something new (Introduce).	Students apply prior knowledge to make something new (Reinforce).	Students apply prior knowledge to make something new (Master).
	(B) create original products using a variety of resources;	Students use developmentally appropriate technology to create original products and show their learning of core content areas. (Introduce). For example: science: K.4, K.8C math: K.11A, K.12A, K.13D, K.14, K.15 social studies: K.15B ELAR: K.20B	Students use developmentally appropriate technology to create original products and show their learning in core content areas(Reinforce). For example: science: 1.4, 1.8 math: 1.8A, 1.9B, 1.11D, 1.12, 1.13 social studies: 1.3C, 1.5A, 1.18B ELAR: 1.26	Students use developmentally appropriate technology to create original products and show their learning of core content(Reinforce). For example: science: 2.4, 2.8 math: 2.10C, 2.11A, 2.12D, 2.13, 2.14 social studies: 2.19B ELAR: 2.27
	(C) explore virtual environments, simulations, models, and programming languages to enhance learning;	Introduce participation in virtual field trips, virtual epals, Voice Thread Students learn from exploring digital experiences and tools.	Group practice and reinforcement of participation in Virtual field trips, Virtual ePals, Voice Thread; Students learn from exploring digital experiences and tools.	Reinforcement and mastery of participation in Virtual field trips, Virtual ePals, Voice Thread; Students learn from exploring digital experiences and tools.
	(D) create and execute steps to accomplish a task; and	Students create steps to complete an activity in core content areas. (Introduce). For example: science: K.2, K.4 math: K.14 social studies: K.16 ELAR: K. 19	Students create steps to complete an activity in core content areas. (Reinforce). For example: science: 1.2, 1.4 math: 1.12 social studies: 1.19 ELAR: 1.23	Students create steps to complete an activity in core content areas. (Master). For example: science: 2.2, 2.4 math: 2.13A social studies: 2.20 ELAR: 2.24
	(E) evaluate and modify steps to accomplish a task.	Students adapt their plan to complete an activity in core content areas. (Introduce). For example: science: K.2, K.4 math: K.15 social studies: K.16 ELAR: K.19	Students adapt their plan to complete an activity in core content areas. (Reinforce). For example: science: 1.2, 1.4 math: 1.13 social studies: 1.19 ELAR: 1.23, 1.25	Students adapt their plan to complete an activity in core content areas.(Master). For example: science: 2.2, 2.4 math: 2.14 social studies: 2.20 ELAR: 2.24, 2.26

K-2		SHARE IT!		
Communication & Collaboration. The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to:	(A) use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally;	Introduce Terminology such as: collaborate, communication, ID name of tool within district for this (IE: LIVE, Lync, Skype with another classroom, Flip Video can be used, Broadcast announcements, Wikis) Students use technology to communicate with peers all over the world (Introduce).	Group Practice of Terminology such as: collaborate, communication, ID name of tool within district for this (IE: LIVE, Lync, Skype with another classroom, Flip Video can be used, Broadcast announcements, Wikis) Students use technology to communicate with peers all over the world (Reinforce).	Mastery of Terminology such as: collaborate, communication, ID name of tool within district for this (IE: LIVE, Lync, Skype with another classroom, Flip Video can be used, Broadcast announcements, Wikis) Students use technology to communicate with peers all over the world (Master).
	(B) participate in digital environments to develop cultural understanding by interacting with learners of multiple cultures;	Introduce participation in Virtual field trips, Virtual ePals, Voice Thread; Students will understand other cultures through digital interaction with people all over the world	Group practice and reinforcement of participation in Virtual field trips, Virtual ePals, Voice Thread; Students will understand other cultures through digital interaction with people all over the world	Mastery of participation in Virtual field trips, Virtual ePals, Voice Thread; Students will understand other cultures through digital interaction with people all over the world

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Communication & Collaboration Continued	(C) format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium; and	Introduce Terminology such as: font, font size, font color, space, pictures=graphics, cursor Word processor, presentation, drawing/painting tool; Students will make formatting decisions (font. color, white space, graphics, and animation) based on the chosen tool to communicate with specific audiences (Introduce).	Group practice of Terminology such as: font, font size, font color, space, pictures=graphics, cursor Word processor, presentation, drawing/painting tool; Students will make formatting decisions (font. color, white space, graphics, and animation) based on the chosen tool to communicate with specific audiences (Reinforce).	Mastery of Terminology such as: font, font size, font color, space, pictures=graphics, cursor Word processor, presentation, drawing/painting tool; Students will make formatting decisions (font. color, white space, graphics, and animation) based on the chosen tool to communicate with specific audiences (Mastery).
	(D) select, store, and deliver products using a variety of media, formats, devices, and virtual environments.	Introduce Terminology such as: Open, Save As, Print, Audio, Video Students will save, find, and use the products they create from various types of technology tools (Introduce).	Reinforcement and group practice of Terminology such as: Open, Save As, Print, Audio, Video Students will save, find, and use the products they create from various types of technology tools (Reinforce).	Mastery of Terminology such as: Open, Save As, Print, Audio, Video, Media device (such as Flip Camera or digital camera), SD Cards, USB cords; Students can utilize media devices to create projects, document important information, record observations, etc.; Students will save, find, and use the products they create from various types of technology tools (Mastery).

Research & information fluency. The student acquires and evaluates digital content. The student is expected to:	FIND IT!			
	(A) use search strategies to access information to guide inquiry;	Students will gather resources by using digital search strategies (Introduce).	Introduction and Group Practice of Terminology such as: search engine, internet browser; Teacher gives topic to search. Introduction of Search Engines. Discuss the difference between a search engine and an internet browser; Students will gather resources by using digital search strategies (Reinforce)	Mastery of Terminology such as: search engine, internet browser, advanced search in Google; Teacher gives topic to search. Reinforce use of Search Engines. Introduction of advanced searches in Google. Students will gather resources by using digital search strategies (Reinforce)
	(B) use research skills to build a knowledge base regarding a topic, task, or assignment; and	Students will apply research skills using technology tools to learn about a topic, task or assignment (Introduce and with Teacher Modeling)	Students will apply research skills using technology tools to learn about a topic, task or assignment; teacher prompts class for verbiage(Reinforce)	Students will apply research skills using technology tools to learn about a topic, task or assignment; teacher prompts class for verbiage(Mastery)
	(C) evaluate the usefulness of acquired digital content.	Introduce ways for students to reflect on the usefulness of the information they have gathered digitally	Reinforce ways for students to reflect on the usefulness of the information they have gathered digitally Note: teacher leads class discussion about the results page, what websites are appropriate, website content evaluation for grade level	Introduction, Group Practice and Mastery of Terminology such as: Content, URL address, website extension (.com, .gov, .edu, etc) ; Students will reflect on the usefulness of the information they have gathered digitally; Teacher leads class discussion about the results page, what websites are appropriate, website content evaluation for grade level. Students make observations of content of websites and conclude if the content is based on opinion or reliable resources (Reinforce)

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Critical thinking, problem solving, and decision making The student applies critical-thinking skills to solve problems, guide research, and evaluate projects using digital tools and resources. The student is expected to:		SOLVE IT!		
	(A) identify what is known and unknown and what needs to be known regarding a problem and explain the steps to solve the problem;	Introduction with Teacher Modeling: Students will identify what they know, don't know and need to know in order to explain the steps to solve a problem.	Reinforce and Group Practice: Students will identify what they know, don't know and need to know in order to explain the steps to solve a problem.	Introduce and reinforce terminology such as: solution based learning, storyboards, graphic organizers can be used to help plan the steps to reach the desired goal. Students will identify what they know, don't know and need to know in order to explain the steps to solve a problem (Reinforce).
	(B) evaluate the appropriateness of a digital tool to achieve the desired product;	Introduction with Teacher Modeling for Students to choose an appropriate technology tool based on the project	Reinforce and Group Practice for Students to choose an appropriate technology tool based on the project; Students express why certain tools are better than others to achieve desired product	Reinforce and Group Practice for Students to choose an appropriate technology tool based on the project; Students express why certain tools are better than others to achieve desired product
	(C) evaluate products prior to final submission; and	Students will reflect on the product before turning it in (Introduce) For example: science: K.2, K.4 math: K.15 social studies: K.16 ELAR: K.19	Students will reflect on the product before turning it in (Reinforce) For example: science: 1.2, 1.4 math: 1.13 social studies: 1.19 ELAR: 1.23, 1.25	Students will reflect on the product before turning it in (Reinforce) For example: science: 2.2, 2.4 math: 2.14 social studies: 2.20 ELAR: 2.24, 2.26
	(D) collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charts, multimedia, simulations, models, and programming languages.	Introduction with Teacher Modeling so that students will use technology tools to collect, analyze, and share data	Introduction and Group Practice of Terminology such as: table, columns, rows, graphic organizers; Reinforcement of students using technology tools to collect, analyze, and share data	Introduction and Group Practice of Terminology such as: table, columns, rows, graphic organizers; Reinforcement of students using technology tools to collect, analyze, and share data

K-2		PROTECT IT!		
Digital citizenship The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:	(A) adhere to acceptable use policies reflecting appropriate behavior in a digital environment;	Introduce Terminology such as: Login, user name, password, authenticate; Express importance of keeping personal logins private; Students will follow rules for using technology tools (Introduce)	Group Practice and Mastery of Terminology such as: Login, user name, password, authenticate; Express importance of keeping personal logins private; Students will follow rules for using technology tools (Reinforce)	Group Practice and Mastery of Terminology such as: Login, user name, password, authenticate; Express importance of keeping personal logins private; Students will follow rules for using technology tools (Reinforce)
	(B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws; and	Introduce Terminology such as: Copyright; Students will follow rules for copyright and digital safety (Introduce)	Introduce and Group Practice of Terminology such as: Copyright, digital citizenship; Students will follow rules for copyright and digital safety (Reinforce)	Group Practice and Mastery of Terminology such as: Copyright, digital citizenship, Public Domain, Creative Commons, Advanced Image Search; Students will follow rules for copyright and digital safety (Reinforce)
	(C) practice the responsible use of digital information regarding intellectual property, including software, text, images, audio, and video.	Introduce/Teacher Modeled - the respect for digital property	Introduce and Group Practice of Terminology such as: Clipart, images, text, video Note: teacher models respect for digital property. Stress that clipart inside programs is free use and searching for images is usually not free use	Introduce, Group Practice and Mastery of Terminology such as: Clipart, images, text, video Note: Students give credit for digital information and images utilized in projects and activities. Stress that clipart inside programs is free use and searching for images is usually not free use

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Technology operations and concepts The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:		USE IT!		
	(A) use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies;	Introduction and Group Practice of Terminology such as: monitor, keyboard, mouse, printer, icon, desktop, double-click, folder, log on, log off, authenticate, scroll bar, scroll, Internet	Introduce and Group Practice of Terminology such as: monitor, keyboard, mouse, printer, icon, desktop, double-click, folder, log on, log off, authenticate, scroll bar, scroll, Internet, file, save, save as, open	Introduce, Group Practice and Mastery of Terminology such as: monitor, keyboard, mouse, printer, icon, desktop, double-click, folder, log on, log off, authenticate, scroll bar, scroll, Internet, file, save, save as, open, access, virtual, network, Browser, Tool bar, Address bar, URL
	(B) use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems;	Students will use appropriate technology tools and resources to store, access, manage and solve problems (Introduce).	Introduce and Group Practice of Terminology such as: shared drive, my documents, my computer; Students save to their My documents folder, students access files from the student shared drive; Students will use appropriate technology tools and resources to store, access, manage and solve problems (Reinforce).	Introduce, Group Practice and Mastery of Terminology such as: shared drive, my documents, my computer, upload, download, insert, flash drive (jump drive); Students save to their My documents folder, students access files from the student shared drive and download files as prompted. Students might save to flash drives; Students will use appropriate technology tools and resources to store, access, manage and solve problems (Reinforce).
	(C) perform basic software application functions, including opening an application and creating, modifying, printing, and saving files;	Introduction and Group Practice of Terminology such as: Open, close, save, print, edit; Students will open, create, edit, print and save files (Introduce).	Introduce, Group Practice and Mastery of Terminology such as: open, close, save, print, edit, Save As, File Name; Students learn to name their files appropriately; Students will open, create, edit, print and save files (Reinforce).	Introduce, Group Practice and Mastery of Terminology such as: open, close, save, print, edit, Save As, File Name, formatting; Students learn to name their files appropriately; Students will open, create, edit, print and save files (Reinforce).
	(D) use a variety of input, output, and storage devices;	Introduction of Terminology such as: Printer, monitor, mouse, keyboard; Students will use tools such as the keyboard, mouse, printer, and appropriate storage drives when using technology (Introduce)	Introduce, Group Practice and Mastery of Terminology such as: printer, monitor, mouse, keyboard; Students will use tools such as the keyboard, mouse, printer, and appropriate storage drives when using technology (Reinforce)	Introduce, Group Practice and Mastery of Terminology such as: printer, monitor, mouse, keyboard; Students will use tools such as the keyboard, mouse, printer, and appropriate storage drives when using technology (Reinforce)
	(E) use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning;	Introduction of Terminology such as: feet flat, back straight, wrists off table; Students will practice age-appropriate keyboarding techniques with a focus on key location and proper hand position (Introduce).	Introduction and Group Practice of Terminology such as: feet flat, back straight, wrists off table, Home Row; Students will practice age-appropriate keyboarding techniques with a focus on key location and proper hand position (Reinforce).	Group Practice of Terminology such as: feet flat, back straight, wrists off table, Home Row; Students will practice age-appropriate keyboarding techniques with a focus on key location and proper hand position (Mastery).
	(F) demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning; and	Introduction, Group Practice and Mastery of Terminology such as: letters, numbers, shift, spacebar, enter, Ctrl, Alt, Delete; Students can easily locate letters and numbers on keyboard; Students will practice age-appropriate use of alphabetic, numeric, punctuation, and symbol keys (Introduce)	Introduction, Group Practice and Mastery of Terminology such as: letters, numbers, shift, spacebar, enter, Ctrl, Alt, Delete, backspace, ESC, caps lock; Students can easily locate letters and numbers on keyboard; Students will practice age-appropriate use of alphabetic, numeric, punctuation, and symbol keys (Reinforce)	Introduction, Group Practice and Mastery of Terminology such as: letters, numbers, shift, spacebar, enter, Ctrl, Alt, Delete, backspace, ESC, caps lock; Students can easily locate letters and numbers on keyboard; Students will practice age-appropriate use of alphabetic, numeric, punctuation, and symbol keys (Mastery)
	(G) use the help feature online and in applications.	Students will learn to use the help feature in programs and online (Introduce)	Students will learn to use the help feature in programs and online (Reinforce)	Students will learn to use the help feature in programs and online (Reinforce)