

## Technology Applications

## TEKS Checklist - Kinder







<b>Kinder: Required - Online Safety (Digital Citizenship Strand)</b>			
<b>Date</b>	<b>Learning.com Lesson</b>	<b>TEK Number</b>	<b>Time</b>
	Hays AUA	5A, 5B	30
	Safe Sites Strategies Discussion	5B	30
	<i>Address this TEK during lessons on research and creating documents.</i>	5C	
<b>Kinder: Tech Operations and Concepts</b>			
<b>Date</b>	<b>Learning.com Lesson</b>	<b>TEK Number</b>	<b>Time</b>
	Computer Parts Memory	6A	25
	Printer	6A, 6B	9
	Symbols of Technology	6A	12
	Data Storage	6B, 6D	7
	Brushes and Lines	6C	9
	A B C D E	6D, 6F	7
	F G H I J	6D, 6F	7
	K L M N O	6D, 6F	6
	P Q R S T	6D, 6F	6
	U V W X Y Z	6D, 6F	10
	Numbers	6D, 6F	10
	Select, Drag, Double click	6D	8
<b>Kinder: Creativity and Innovation</b>			
<b>Date</b>		<b>TEK Number</b>	<b>Time</b>
	<i>These TEKS will be met each time students create products using a computer.</i>	1A, 1B, 1D, 1E	
	<i>There are a variety of virtual environments and simulations available. For examples and ideas: <a href="http://www.learn4good.com/games/simulation.htm">http://www.learn4good.com/games/simulation.htm</a></i>	1C	
<b>Kinder: Communication and Collaboration</b>			
<b>Date</b>	<b>Learning.com Lesson</b>	<b>TEK Number</b>	
	Basic Design Discussion	2C, 2D	30
	Designing a Visual Map (Kidspiration)	2C, 2D, 4C, 4D	30
	Drawing a Plant (Complete during Exploring Organisms & Environments unit in Cscope)	2D	20
	Our Community	2D	30
	Hays: Email as a Communication Tool	2A	30
	<i>Teachers can model this TEK with collaborative tools like Wall Wisher, Type with Me or ePals. Video conferences are another way to meet this TEK. Remember to follow district policy when using collaboration tools with students.</i>	2A, 2B	

Discussions can be completed in the classroom.

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Kinder: Research and Information Fluency			
Date	Learning.com Lesson	TEK Number	
	<i>Address these TEKS while modeling keyword searches as a class. Mastery of these TEKS are appropriate for 2nd grade, but a good introduction is important in Kindergarten.</i>	3A, 3B, 3C	
	Finding Information Discussion	3A, 3B	30
Kinder: Critical Thinking, Problem Solving, and Decision Making			
Date	Learning.com Lesson	TEK Number	
	<i>Discuss this TEK when using digital tools to create a product</i>	4B	
	Designing a Visual Map - This journal is in the Communication and Collaboration unit.	4C, 4D	

Discussions can be completed in the classroom.

Strand	Knowledge and Skill	Student Expectation
 <b>Creativity and Innovation</b>	<b>1. The student uses creative thinking and innovative processes to construct knowledge and develop digital products. The student is expected to:</b>	(A) apply prior knowledge to develop new ideas, products, and processes; (B) create original products using a variety of resources; (C) explore virtual environments, simulations, models, and programming languages to enhance learning; (D) create and execute steps to accomplish a task; and (E) evaluate and modify steps to accomplish a task.
 <b>Communication and Collaboration</b>	<b>2. The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to:</b>	(A) use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally; (B) participate in digital environments to develop cultural understanding by interacting with learners of multiple cultures; (C) format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium; and (D) select, store, and deliver products using a variety of media, formats, devices, and virtual environments.
 <b>Research and Information Fluency</b>	<b>3. The student acquires and evaluates digital content. The student is expected to:</b>	(A) use search strategies to access information to guide inquiry; (B) use research skills to build a knowledge base regarding a topic, task, or assignment; and (C) evaluate the usefulness of acquired digital content.
 <b>Critical Thinking, Problem Solving and Decision Making</b>	<b>4. The student applies critical-thinking skills to solve problems, guide research, and evaluate projects using digital tools and resources. The student is expected to:</b>	(A) identify what is known and unknown and what needs to be known regarding a problem and explain the steps to solve the problem; (B) evaluate the appropriateness of a digital tool to achieve the desired product; (C) evaluate products prior to final submission; and (D) collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charts, multimedia, simulations, models, and programming languages.
 <b>Digital Citizenship</b>	<b>5. The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:</b>	(A) adhere to acceptable use policies reflecting appropriate behavior in a digital environment; (B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws; and (C) practice the responsible use of digital information regarding intellectual property, including software, text, images, audio, and video.
 <b>Technology Operations and Concepts</b>	<b>6. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:</b>	(A) use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies; (B) use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems; (C) perform basic software application functions, including opening an application and creating, modifying, printing, and saving files; (D) use a variety of input, output, and storage devices; (E) use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning; (F) demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning; and (G) use the help feature online and in applications.