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)

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