

<b>Proclamation 2021 Breakouts to the Texas Prekindergarten Guidelines (TPG)</b>			
<b>Course</b>	Prekindergarten		
For the full text of the Texas Prekindergarten Guidelines, visit <a href="https://tea.texas.gov/WorkArea/DownloadAsset.aspx?id=25769825386">https://tea.texas.gov/WorkArea/DownloadAsset.aspx?id=25769825386</a> .			
<p>(X) TECHNOLOGY APPLICATIONS DOMAIN</p> <p>Young children have much to gain from the use of technology. In prekindergarten, they expand their ability to acquire information, solve problems, and communicate with others. Regular access and exposure to computers and related technology can enhance this learning. Children use engaging, age-appropriate, and challenging learning applications, programs, and websites to extend their knowledge and to enrich their learning of curriculum content and concepts. These technologies serve as important learning tools and are integrated throughout the instructional program. Providing access to a variety of technologies is critical in the development of 21st century skills that young children need to learn and grow.</p>			
Domain	Skill	Outcome	Breakout
(X) TECHNOLOGY APPLICATIONS DOMAIN	(A) Technology and Devices Skills. Children learn how technology can enhance our lives. Technology includes computers, voice/sound recorders, televisions, digital cameras, personal digital assistants, MP3 devices, iPods, iPads, tablets, laptops, interactive boards, document readers, smart phones, and digital projectors. Surrounded by technology, children can benefit from becoming aware of and interacting with voice/sound recorders and other technology that may be available. They develop techniques for handling and controlling various devices, becoming increasingly confident and independent users of developmentally appropriate interactive media.	(1) Child opens and navigates through digital learning applications and programs	(a) Child opens digital learning applications
(X) TECHNOLOGY APPLICATIONS DOMAIN	(A) Technology and Devices Skills	(1) Child opens and navigates through digital learning applications and programs	(b) Child navigates through digital learning applications
(X) TECHNOLOGY APPLICATIONS DOMAIN	(A) Technology and Devices Skills	(1) Child opens and navigates through digital learning applications and programs	(c) Child opens digital programs
(X) TECHNOLOGY APPLICATIONS DOMAIN	(A) Technology and Devices Skills	(1) Child opens and navigates through digital learning applications and programs	(d) Child navigates through digital programs
(X) TECHNOLOGY APPLICATIONS DOMAIN	(A) Technology and Devices Skills	(2) Child uses, operates, and names a variety of digital tools	(a) Child uses a variety of digital tools
(X) TECHNOLOGY APPLICATIONS DOMAIN	(A) Technology and Devices Skills	(2) Child uses, operates, and names a variety of digital tools	(b) Child operates a variety of digital tools
(X) TECHNOLOGY APPLICATIONS DOMAIN	(A) Technology and Devices Skills	(2) Child uses, operates, and names a variety of digital tools	(c) Child names a variety of digital tools
(X) TECHNOLOGY APPLICATIONS DOMAIN	(A) Technology and Devices Skills	(3) Child uses digital learning applications and programs to create digital products and express own ideas	(a) Child uses digital learning applications to create digital products

Domain	Skill	Outcome	Breakout
(X) TECHNOLOGY APPLICATIONS DOMAIN	(A) Technology and Devices Skills	(3) Child uses digital learning applications and programs to create digital products and express own ideas	(b) Child uses digital learning applications to express own ideas
(X) TECHNOLOGY APPLICATIONS DOMAIN	(A) Technology and Devices Skills	(3) Child uses digital learning applications and programs to create digital products and express own ideas	(c) Child uses digital programs to create digital products
(X) TECHNOLOGY APPLICATIONS DOMAIN	(A) Technology and Devices Skills	(3) Child uses digital learning applications and programs to create digital products and express own ideas	(d) Child uses digital programs to express own ideas
(X) TECHNOLOGY APPLICATIONS DOMAIN	(A) Technology and Devices Skills	(4) Child uses technology to access appropriate information	(a) Child uses technology to access appropriate information
(X) TECHNOLOGY APPLICATIONS DOMAIN	(A) Technology and Devices Skills	(5) Child practices safe behavior while using digital tools and resources	(a) Child practices safe behavior while using digital tools
(X) TECHNOLOGY APPLICATIONS DOMAIN	(A) Technology and Devices Skills	(5) Child practices safe behavior while using digital tools and resources	(b) Child practices safe behavior while using digital resources