



Technology Vertical Alignment, *Prekindergarten – Grade 2*

| Grade Level | Prekindergarten-PK4** | Kindergarten | Grade 1 | Grade 2 |
|------------------------------|----------------------------------|--|--|--|
| Standards | Texas Prekindergarten Guidelines | Texas Essential Knowledge and Skills (TEKS)* | Texas Essential Knowledge and Skills (TEKS)* | Texas Essential Knowledge and Skills (TEKS)* |
| Domain / Content Area | X. Technology Domain | Technology Applications AND Health Education | Technology Applications AND Health Education | Technology Applications AND Health Education |
| Sub-Domains / Strands | A. Technology and Devices | <ol style="list-style-type: none"> 1. Creativity and innovation 2. Communication and collaboration 3. Research and information fluency 4. Critical thinking, problem solving, and decision making 5. Digital citizenship 6. Technology operations and concepts <p>1. Injury and violence prevention and safety</p> | <ol style="list-style-type: none"> 1. Creativity and innovation 2. Communication and collaboration 3. Research and information fluency 4. Critical thinking, problem solving, and decision making 5. Digital citizenship 6. Technology operations and concepts <p>1. Injury and violence prevention and safety</p> | <ol style="list-style-type: none"> 1. Creativity and innovation 2. Communication and collaboration 3. Research and information fluency 4. Critical thinking, problem solving, and decision making 5. Digital citizenship 6. Technology operations and concepts <p>1. Injury and violence prevention and safety</p> |

*Refers to the **Technology Applications** and **Health Education** TEKS adopted in 2022

**There are no PK3 outcomes for this domain of learning.

CREATIVITY AND INNOVATION

| Prekindergarten-PK4 A. Technology and Devices | Kindergarten K(1) The student uses creative thinking and innovative processes to construct knowledge and develop digital products. The student is expected to: | Grade 1 1(1) The student uses creative thinking and innovation processes to construct knowledge and develop digital products. The student is expected to: | Grade 2 2(1) The student uses creative thinking and innovation processes to construct knowledge and develop digital products. The student is expected to: |
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| X.A.3 Child uses digital learning applications to contribute to class-made digital products that express own ideas, as appropriate | K(1)(A) apply prior knowledge to develop new ideas, products, and processes. | 1(1)(A) apply prior knowledge to develop new ideas, products, and processes. | 2(1)(A) apply prior knowledge to develop new ideas, products, and processes. |
| X.A.3 Child uses digital learning applications to contribute to class-made digital products that express own ideas, as appropriate | K(1)(B) create original products using a variety of resources. | 1(1)(B) create original products using a variety of resources. | 2(1)(B) create original products using a variety of resources. |
| No standard present in the vertical progression | K(1)(C) explore virtual environments, simulations, models, and programming languages to enhance learning. | 1(1)(C) explore virtual environments, simulations, models, and programming languages to enhance learning. | 2(1)(C) explore virtual environments, simulations, models, and programming languages to enhance learning. |
| No standard present in the vertical progression | K(1)(D) create and execute steps to accomplish a task. | 1(1)(D) create and execute steps to accomplish a task. | 2(1)(D) create and execute steps to accomplish a task. |
| No standard present in the vertical progression | K(1)(E) evaluate and modify steps to accomplish a task. | 1(1)(E) evaluate and modify steps to accomplish a task. | 2(1)(E) evaluate and modify steps to accomplish a task. |

COMMUNICATION AND COLLABORATION

| Prekindergarten-PK4 A. Technology and Devices | Kindergarten K(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: | Grade 1 1(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: | Grade 2 2(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: |
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| No standard present in the vertical progression | K(2)(A) use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally. | 1(2)(A) use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally. | 2(2)(A) use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally. |
| X.A.4 Child uses technology to access appropriate information with adult assistance. | K(2)(B) participate in digital environments to develop cultural understanding by interacting with learners of multiple cultures. | 1(2)(B) participate in digital environments to develop cultural understanding by interacting with learners of multiple cultures. | 2(2)(B) participate in digital environments to develop cultural understanding by interacting with learners of multiple cultures. |
| X.A.3 Child uses digital learning applications to contribute to class-made digital products that express own ideas, as appropriate. | K(2)(C) format digital information, including font attributes, color, white space, graphics, and animation for a defined audience and communication medium. | 1(2)(C) format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium. | 2(2)(C) format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium. |
| X.A.3 Child uses digital learning applications to contribute to class-made digital products that express own ideas, as appropriate. | K(2)(D) select, store, and deliver products using a variety of media, formats, devices, and virtual environments. | 1(2)(D) select, store, and deliver products using a variety of media, formats, devices, and virtual environments. | 2(2)(D) select, store, and deliver products using a variety of media, formats, devices, and virtual environments. |

RESEARCH AND INFORMATION FLUENCY

| Prekindergarten-PK4 A. Technology and Devices | Kindergarten K(3) The student acquires and evaluates digital content. The student is expected to: | Grade 1 1(3) The student acquires and evaluates digital content. The student is expected to: | Grade 2 2(3) The student acquires and evaluates digital content. The student is expected to: |
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| X.A.4 Child uses technology to access appropriate information with adult assistance. | K(3)(A) use search strategies to access information to guide inquiry. | 1(3)(A) use search strategies to access information to guide inquiry. | 2(3)(A) use search strategies to access information to guide inquiry. |
| X.A.4 Child uses technology to access appropriate information with adult assistance. | K(3)(B) use research skills to build a knowledge base regarding a topic, task, or assignment. | 1(3)(B) use research skills to build a knowledge base regarding a topic, task, or assignment. | 2(3)(B) use research skills to build a knowledge base regarding a topic, task or assignment. |
| No standard present in the vertical progression | K(3)(C) evaluate the usefulness of acquired digital content. | 1(3)(C) evaluate the usefulness of acquired digital content. | 2(3)(C) evaluate the usefulness of acquired digital content. |

CRITICAL THINKING, PROBLEM SOLVING, AND DECISION MAKING

| Prekindergarten-PK4 N/A | Kindergarten K(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: | Grade 1 1(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: | Grade 2 2(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: |
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| No standard present in the vertical progression | K(4)(A) identify what is known and unknown and what needs to be known regarding a problem and explain the steps to solve the problem. | 1(4)(A) identify what is known and what needs to be known and what needs to be known regarding a problem and explain the steps to solve the problem. | 2(4)(A) identify what is known and unknown and what needs to be known regarding a problem and explain the steps to solve the problem. |
| No standard present in the vertical progression | K(4)(B) evaluate the appropriateness of a digital tool to achieve the desired product. | 1(4)(B) evaluate the appropriateness of a digital tool to achieve the desired product. | 2(4)(B) evaluate the appropriateness of a digital tool to achieve the desired product. |
| No standard present in the vertical progression | K(4)(C) evaluate products prior to final submission. | 1(4)(C) evaluate products prior to final submission. | 2(4)(C) evaluate products prior to final submission. |
| No standard present in the vertical progression | K(4)(D) collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charts, multimedia, simulations, models, and programming languages. | 1(4)(D) collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charters multimedia, simulations, models, and programming languages. | 2(4)(D) collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charts, multimedia, simulations, models and programming languages. |

DIGITAL CITIZENSHIP

| <p>Prekindergarten-PK4 A. Technology and Devices</p> | <p>Kindergarten K(5) The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to: AND K(11) Health and Wellness: Injury and violence prevention and safety--digital citizenship and media. The student understands how to be a safe and responsible citizen in digital and online environments. The student is expected to:</p> | <p>Grade 1 1(5) The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to: AND 1(12) Health and Wellness: Injury and violence prevention and safety--digital citizenship and media. The student understands how to be a safe and responsible citizen in digital and online environments. The student is expected to:</p> | <p>Grade 2 2(5) The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to: AND 2(12) Health and Wellness: Injury and violence prevention and safety--digital citizenship and media. The student understands how to be a safe and responsible citizen in digital and online environments. The student is expected to:</p> |
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| <p>X.A.5 Child practices safe behavior while using digital tools and resources.</p> | <p>K(5)(A) adhere to acceptable use policies reflecting appropriate behavior in a digital environment.</p> | <p>1(5)(A) adhere to acceptable use policies reflecting appropriate behavior in a digital environment.</p> | <p>2(5)(A) adhere to acceptable use policies reflecting appropriate behavior in a digital environment.</p> |
| <p>X.A.5 Child practices safe behavior while using digital tools and resources.</p> | <p>K(5)(B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws.</p> | <p>1(5)(B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws.</p> | <p>2(5)(B) comply with acceptable digital safety rules, fair use guidelines, and copyright laws.</p> |
| <p>X.A.5 Child practices safe behavior while using digital tools and resources.</p> | <p>K(5)(C) practice the responsible use of digital information regarding intellectual property, including software, text, images, audio, and video.</p> | <p>1(5)(C) practice the responsible use of digital information regarding intellectual property, including software, text, images, audio, and video.</p> | <p>2(5)(C) practice the responsible use of digital information regarding intellectual property, including software, text, images, audio, and video.</p> |

| <p>Prekindergarten-PK4 A. Technology and Devices</p> | <p>Kindergarten K(5) The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to: AND K(11) Health and Wellness: Injury and violence prevention and safety--digital citizenship and media. The student understands how to be a safe and responsible citizen in digital and online environments. The student is expected to:</p> | <p>Grade 1 1(5) The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to: AND 1(12) Health and Wellness: Injury and violence prevention and safety--digital citizenship and media. The student understands how to be a safe and responsible citizen in digital and online environments. The student is expected to:</p> | <p>Grade 2 2(5) The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to: AND 2(12) Health and Wellness: Injury and violence prevention and safety--digital citizenship and media. The student understands how to be a safe and responsible citizen in digital and online environments. The student is expected to:</p> |
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| <p>X.A.5 Child practices safe behavior while using digital tools and resources.</p> | <p>K(11)(A) identify situations when one should get help from a teacher, parent, or other trusted adult when made to feel bullied, uncomfortable, or unsafe in a digital or online environment.</p> | <p>1(12)(A) demonstrate how to get help from a teacher, parent, or other trusted adult when made to feel bullied, uncomfortable, or unsafe in a digital or online environment.</p> | <p>2(12)(A) identify unsafe requests made in a digital or online environment and how to take appropriate action.</p> <p>2(12)(B) explain why obtaining help, especially from parents or other trusted adults, is critical when making decisions regarding digital and online use.</p> <p>2(12)(C) identify consequences that result from cyberbullying and inappropriate digital and online usage.</p> |

TECHNOLOGY OPERATIONS AND CONCEPTS

| Prekindergarten-PK4 A. Technology and Devices | Kindergarten K(6) The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to: | Grade 1 1(6) The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to: | Grade 2 2(6) The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to: |
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| X.A.2 Child uses and names a variety of digital tools that support and enhance learning. | K(6)(A) use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies. | 1(6)(A) use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies. | 2(6)(A) use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies. |
| X.A.2 Child uses and names a variety of digital tools that support and enhance learning. | K(6)(B) use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems. | 1(6)(B) use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems. | 2(6)(B) use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems. |
| X.A.1 Child opens and navigates through digital learning applications and programs, when appropriate. | K(6)(C) perform basic software application functions, including opening an application and creating, modifying, printing, and saving files. | 1(6)(C) perform basic software application functions, including opening an application and creating, modifying, printing, and saving files. | 2(6)(C) perform basic software application functions, including opening an application and creating, modifying, printing, and saving files. |
| X.A.2 Child uses and names a variety of digital tools that support and enhance learning. | K(6)(D) use a variety of input, output, and storage devices. | 1(6)(D) use a variety of input, output, and storage devices. | 2(6)(D) use a variety of input, output, and storage devices. |
| No standard present in the vertical progression | K(6)(E) use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning. | 1(6)(E) use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning. | 2(6)(E) use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning. |

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| No standard present in the vertical progression | K(6)(F) demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning. | 1(6)(F) demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning. | 2(6)(F) demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning. |
| No standard present in the vertical progression | K(6)(G) use the help feature online and in applications. | 1(6)(G) use the help feature online and in applications. | 2(6)(G) use the help feature online and in applications. |

INJURY AND VIOLENCE PREVENTION AND SAFETY

| Prekindergarten-PK4 N/A | Kindergarten K(11) Injury and violence prevention and safety--digital citizenship and media. The student understands how to be a safe and responsible citizen in digital and online environments. The student is expected to: | Grade 1 1(12) Injury and violence prevention and safety--digital citizenship and media. The student understands how to be a safe and responsible citizen in digital and online environments. The student is expected to: | Grade 2 2(12) Injury and violence prevention and safety--digital citizenship and media. The student understands how to be a safe and responsible citizen in digital and online environments. The student is expected to: |
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| No standard present in the vertical progression | K(11)(A) identify situations one should get help from a teacher when, parent, or other trusted adult when made to feel bullied, uncomfortable, or unsafe in a digital or online environment. | 1(12)(A) demonstrate how to get help from a teacher, parent, or other trusted adult when made to feel bullied, uncomfortable, or unsafe in a digital or online environment. | 2(12)(A) identify unsafe requests made in a digital or online environment and how to take appropriate action. |
| No standard present in the vertical progression | No standard present in the vertical progression | No standard present in the vertical progression | 2(12)(B) explain why obtaining help, especially from parents or other trusted adults, is critical when making decisions regarding digital and online use. |
| No standard present in the vertical progression | No standard present in the vertical progression | No standard present in the vertical progression | 2(12)(C) identify consequences that result from cyberbullying and inappropriate digital and online usage. |