

**PCS Technology Education Curriculum Standards**  
**Standard 1: Final Draft**  
**PK-2**

	PRE-K	KINDERGARTEN	GRADE 1	GRADE 2
<b>1. Creativity &amp; Innovation</b>				
Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.				
<b>EXISTING KNOWLEDGE</b>	<b>A. Students will apply existing knowledge to generate new ideas, products, or processes</b>			
	TE PK.1.1.a. Apply the use of materials and the environment to investigate and expand knowledge.	TE 0.1.1.a. Describe what they already know and need to know about a challenge/program selected by the teacher to elicit creative thinking (e.g., internet safety/cyberbullying, resolving an issue in the school environment).	TE 1.1.1.a. Explain what they already know and need to know about a challenge/program selected by the teacher to elicit creative thinking (e.g., internet safety/cyberbullying, resolving an issue in the school environment).	TE 2.1.1.a. Interpret what they already know and need to know about a challenge/program selected by the teacher to elicit creative thinking (e.g., internet safety/cyberbullying, resolving an issue in the school environment).
	TE PK.1.1.b. Try several alternative methods to solve a problem and is highly involved and persistent.	TE 0.1.1.b. Brainstorm ideas that might contribute to a new solution to the problem or issue use technology to gather ideas and information (e.g., graphic organizer).	TE 1.1.1.b. Reinforce brainstorming ideas that might contribute to a new solution to the problem or issue use technology to gather ideas and information (e.g., graphic organizer).	TE 2.1.1.b. Apply brainstorming ideas that might contribute to a new solution to the problem or issue, use technology to gather and organize ideas and information (e.g., graphic organizer).
		TE 0.1.1.c. Propose one or more new possible solutions.	TE 1.1.1.c. Propose one or more new possible solutions.	TE 2.1.1.c. Propose one or more new possible solutions.
<b>ORIGINAL WORKS</b>	<b>B. Students will create original works as a means of personal or group expression</b>			
	TE PK.1.2.a. Demonstrate progress in exploration and experimentation with new materials.	TE 0.1.2.a. Create a group presentation based on an age-appropriate story, activity, or event including text and visual formats using digital tools and resources (e.g., provided presentation template).	TE 1.1.2.a. Create a group presentation based on an age-appropriate story, activity, or event including text and visual formats using digital tools and resources (e.g., provided presentation template).	TE 2.1.2.a. Create a presentation based on an age-appropriate story, activity, or event including text and visual formats using digital tools and resources (e.g., provided presentation template).
<b>MODELS &amp; SIMULATIONS</b>	<b>C. Students will use models and simulations to explore complex systems and issues</b>			
	TE PK.1.3.a. Demonstrate progress in exploration and experimentation with new materials.	TE 0.1.3.a. Identify digital tools and resources to find and organize data.	TE 1.1.3.a. Locate digital tools and resources to find and organize data.	TE 2.1.3.a. Use digital tools and resources to find and organize data.

		TE 0.1.3.b. With the help of the teacher, manipulate a visual model or use a simulation (e.g., graph or concept map of the life cycle of plants and animals, weather cycles, school-days activities, or how community workers contribute to the community).	TE 1.1.3.b. With the help of the teacher, recall and manipulate a visual model or use a simulation (e.g., graph or concept map of the life cycle of plants and animals, weather cycles, school-days activities, or how community workers contribute to the community).	TE 2.1.3.b. With the help of the teacher, create a visual model or use a simulation (e.g., graph or concept map of the life cycle of plants and animals, weather cycles, school-days activities, or how community workers contribute to the community).
<b>TRENDS</b>	<b>D. Students will identify trends and forecast possibilities</b>			
	TE PK.1.4.a. Develop increased ability to observe and discuss things that are common and things that are different.	TE 0.1.4.a. View graphic organizers and simulations to identify key variables.  TE 0.1.4.b. Identify changes in trends.  TE 0.1.4.c. Predict outcomes in everyday events and relationships.	TE 1.1.4.a. Organize graphic organizers and simulations to identify key variables.  TE 1.1.4.b. Identify changes in trends.  TE 1.1.4.c. Predict outcomes in everyday events and relationships.	TE 2.1.4.a. Use graphic organizers and simulations to identify key variables.  TE 2.1.4.b. Identify changes in trends.  TE 2.1.4.c. Predict outcomes in everyday events and relationships.