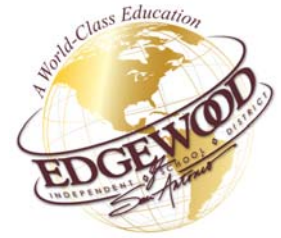# TA-TEKS K-2

Creativity and innovation

The student uses creative thinking and innovative processes to construct knowledge and develop digital products. The student is expected to:

(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, and models to enhance learning;
(D) create and execute steps to accomplish a task; and
(E) evaluate and modify steps to accomplish a task.

Communication and collaboration

The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to:

(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.

Research and information fluency

The student acquires and evaluates digital content. The student is expected to:

(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.

Critical thinking, problem solving, and decision making

The student applies critical-thinking skills to solve problems, guide research, and evaluate projects using digital tools and resources. The student is expected to:

(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, and models.

Digital citizenship

The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:

(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.

Technology operations and concepts

The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:

(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, and collaboration;
(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.