

Kindergarten

Communication and Collaboration **CC**

- 1 Collect and document evidence to share information with others in pictures, diagrams, or text.** **K.CC.1**
 - a Share a piece of evidence with others visually, orally, or in writing. **K.CC.1A**

- 2 Communicate the solution(s) of a problem/analysis either orally, visually, or in writing, which may include process steps, findings, or conclusions.** **K.CC.2**
 - a Communicate one or more steps in a process used to solve a problem either orally, visually, or in writing. **K.CC.2A**

- 3 Identify roles and responsibilities to collaborate in various group settings (i.e., online, onsite and/or hybrid) and situations.** **K.CC.3**
 - a Identify a certain role or match role to responsibility in various group settings. **K.CC.3A**

Data Analysis and Measurement **DM**

- 1 Apply measurements (e.g., time) defined in grade level content standards to analyze real-world scenarios.** **K.DM.1**
 - a Describe real-world scenarios using measurements. **K.DM.1A**

- 2 Construct visual representations defined in grade level content standards (e.g., bar graphs) to determine patterns.** **K.DM.2**
 - a Determine patterns in visual representations defined in grade level content connectors (e.g., pictograph). **K.DM.2A**

- 3 Evaluate reasonableness of observations, results, and solutions throughout processes.** **K.DM.3**
 - a Follow the steps in a simple process. **K.DM.3A**

Inquiry-Based Approaches and Problem Solving **IPS**

- 1 Form observations, ask questions, plan and conduct investigations to answer questions or solve problems.** **K.IPS.1**
 - a Form an observation about the world. Describe what is seen either visually, orally, or in writing. **K.IPS.1A**

- 2 Decompose a complex problem into smaller steps or sequences to evaluate (e.g., what should be done first, second) appropriate to grade-level content.** **K.IPS.2**
 - a Identify the steps and their order, from the beginning to the end in a problem. **K.IPS.2A**

3 Determine one or more viable solutions using data and information to resolve a given scenario. *K. IPS. 3*

- a Select the viable solution using data or information to resolve a given scenario. *K. IPS. 3A*
-

Applications and Modeling *AM*

1 Apply modeling to represent physical or conceptual objects (e.g., plants, animals, base-ten blocks). *K. AM. 1*

- a Apply modeling to represent physical or conceptual objects (e.g., plants, animals, base-ten blocks). *K. AM. 1A*
-

2 Apply symbols and relationships (e.g., comparisons) to represent physical or conceptual objects (e.g., letters or numbers may represent objects). *K. AM. 2*

- a Identify symbols and relationships (e.g., comparisons) that represent physical or simple conceptual objects to make comparisons (e.g., letters or numbers may represent objects). *K. AM. 2A*
-

3 Describe that systems have parts that work together to accomplish a goal (e.g., plant life cycle, computer hardware and software). *K. AM. 3*

- a Describe the function of one part of a system encountered in everyday life that helps to accomplish a goal (e.g., a wheel on a car, a stem on a plant). *K. AM. 3A*
-

Information and Digital Literacy *IDL*

1 Consider how technology can both serve as a tool and/or create the problem to be solved. *K. IDL. 1*

- a Identify one way technology can help people or one way it can cause a problem for people. *K. IDL. 1A*
-

2 Review and compile information from multiple sources (with teacher support) to solve a problem. *K. IDL. 2*

- a Review information from multiple sources (with teacher support) to answer a question or solve a problem. *K. IDL. 2A*