



Skill Struck’s alignment to

Nevada Academic Content Standards for Integrated Technology

Legend

✔ = Standard aligned

◆ = Not currently aligned

🚧 = Partially aligned (parts of the standard we do align with are highlighted yellow)

Standard	Status
K.EL.A.1 Participate as a collaborative group to utilize digital and non-digital planning tools.	✔
K.EL.D.1 Locate and use letter and number keys and the space bar.	✔
K.EL.D.2 Demonstrate proper care and use of equipment.	✔
K.IC.C.1* *Refer to Nevada Academic Content Standards for Computer Science – Understand how computing devices have changed people’s lives.	✔
K.IC.SI.1*	✔

*Refer to Nevada Academic Content Standards for Computer Science – Exhibit good digital citizenship using technology safely, responsibly, and ethically.	
K.DC.B.1 Describe potential dangers in digital environments and how to report potentially unsafe situations.	✓
K.DC.C.1 Describe the meaning and responsibilities of digital citizenship.	✓
K.NI.C.1* *Refer to Nevada Academic Content Standards for Computer Science – Explain that a password helps protect the privacy of information.	✓
K.ID.A.1 With teacher guidance, ask questions, suggest solutions, test ideas to solve problems, and share their learning.	✓
K.CT.A.1 With teacher guidance, explore alternative solutions to and diverse perspectives on authentic problems using digital tools.	✓
K.CT.C.1 With teacher guidance, work in a team to solve problems using digital tools.	✓
K.CT.C.2 With teacher guidance, reboot a device correctly.	◆
K.AP.A.1* *Refer to Nevada Academic Content Standards for Computer Science – Model daily processes by creating and following sets of step-by-step instructions (algorithms) to complete tasks.	✓
K.AP.PD.1*	✓

<p>*Refer to Nevada Academic Content Standards for Computer Science – Identify and fix (debug) errors in a sequence of instructions (algorithms) that includes loops.</p>	
<p>1.EL.B.1 With teacher guidance, create a non-digital personal learning network of peers who can provide support.</p>	
<p>1.EL.D.1 Locate and use letter, number, punctuation, and use of special function keys (e.g. shift, backspace, delete).</p>	
<p>1.DC.C.1 Articulate what is allowed and what is not allowed at school when using technology.</p>	
<p>1.NI.C.1* * Refer to Nevada Academic Content Standards for Computer Science – Explain why we keep personal information (e.g., name, location, phone number, home address) private.</p>	
<p>1.KC.A.1 Collaborate with others using digital resources to learn about high interest topics.</p>	
<p>1.ID.C.1 Use a design process to develop ideas or creations, and they test their design and redesign if necessary.</p>	
<p>1.ID.D.1 Demonstrate perseverance when working to complete a challenging task.</p>	
<p>1.CT.A.1 With teacher guidance, use data to answer an authentic problem using digital tools.</p>	

1.CT.B.1 With teacher guidance, identify patterns and predict possibilities with classroom data using digital tools.	
1.CT.C.1 With teacher guidance, identify and describe simple hardware and software problems (e.g., headphones, keyboard, and/or mouse not plugged into the port, volume too soft/loud).	
1.CC.A.1 With teacher guidance, choose different tools for creating something new or for communicating with others.	
1.CC.B.1 With teacher guidance, create an original work using a variety of digital tools as a means of personal or group expression.	
1.GC.A.1 With teacher guidance, use digital tools to work with friends and with people outside their neighborhood, city, and beyond.	
2.EL.A.1 With teacher guidance, utilize digital and non-digital planning tools.	
2.EL.D.1 Master location and use of special function keys (e.g., shift, backspace, delete)	
2.EL.D.2 Demonstrate the use of drag and drop, copy, paste, undo, and editing and correction techniques.	
2.DC.C.1 Make responsible decisions – grounded in knowledge of digital safety and security best practices.	

<p>2.NI.C.1* * Refer to Nevada Academic Content Standards for Computer Science – Explain what passwords are and why we use them; use strong passwords to protect devices and information from unauthorized access.</p>	
<p>2.KC.A.1 Identify and organize keywords and use multiple sources used to answer an essential question.</p>	
<p>2.KC.D.1 Use digital models and simulations to explore complex systems and issues.</p>	
<p>2.ID.B.1 Plan and manage projects using a digital and/or non-digital planning tool.</p>	
<p>2.CT.B.1 Identify patterns and predict possibilities with classroom data using digital tools.</p>	
<p>2.CC.C.1 With teacher guidance, communicate information and ideas to an intended audience using digital text, images, and audio.</p>	
<p>2.GC.B.1 With teacher guidance, use technology to communicate with others and to look at problems from different perspectives.</p>	
<p>2.GC.C.1 With teacher guidance, take on different team roles and use age-appropriate technologies to complete projects.</p>	
<p>2.GC.D.1 With teacher guidance, use age-appropriate technologies to work together to understand problems and suggest solutions.</p>	

3.EL.A.1 Independently utilize digital and non-digital planning tools.	
3.EL.D.1 Demonstrate appropriate touch (blind) typing with speed and accuracy.	
3.DC.A.1 Demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of their decisions when interacting online.	
3.DC.B.1 Describe codes of conduct for using technology at school and the consequences for breaking those rules.	
3.IC.SLE.1* * Refer to Nevada Academic Content Standards for Computer Science – Identify safe and unsafe examples of online communications.	
3.KC.B.1 With teacher guidance, become familiar with age-appropriate criteria for evaluating digital content.	
3.KC.C.1 Organize information and make meaningful connections between resources.	
3.KC.D.1 Create essential questions to guide investigation of a real-world problem using digital resources.	
3.ID.A.1 Explore and practice how a design process works to generate ideas, consider solutions, plan to solve a problem, or create innovative products that are shared with others.	

3.ID.B.1 Describe a variety of ways to interact and contribute to a digital product.	
3.CT.C.1 Work in a team to solve problems using digital tools.	
3.CT.C.2 With teacher guidance, identify and describe the cause of hardware (e.g., wiring), connectivity (e.g., no internet connection), and software (e.g., frozen screen) problems.	
3.CC.A.1 Describe appropriate media and formats for specific audiences.	
3.GC.A.1 Explore alternative solutions to and diverse perspectives on authentic problems and propose a solution using digital tools.	
3.GC.D.1 Work with others using collaborative technologies to explore local and global issues.	
4.EL.A.1 With teacher guidance, develop learning goals, select tools to achieve them, and reflect on and revise the learning process as needed to achieve goals.	
4.EL.B.1 Create a digital or non-digital personal learning network of peers who can provide support.	
4.EL.C.1 Seek feedback from both people and digital tools, and use age-appropriate technology to share learning.	
4.DC.B.1	

Practice and encourage others in a safe, legal, and ethical behavior when using technology and interacting online.	
4.DC.C.1 Demonstrate how to paraphrase the information learned from online sources into their own words.	◆
4.KC.A.1 Use keywords to search, organize, locate, and synthesize information in multiple sources to create an original product.	✓
4.ID.A.1 Demonstrate how a design process works to generate ideas, consider solutions, plan to solve a problem, or create innovative products that are shared with others.	✓
4.ID.D.1 Demonstrate perseverance when working with open-ended problems.	✓
4.CT.B.1 Identify and represent trends and make predictions using classroom data.	✓
4.CC.A.1 Demonstrate appropriate media and formats for specific audiences.	✓
4.CC.B.1 Create an original, digital work as a form of personal or group expression.	✓
4.CC.C.1 Communicate information and ideas to an intended audience using digital text, images, and audio.	✓
4.GC.C.1 Perform a variety of roles within a team using age-appropriate technology to complete a project or solve a problem.	✓
5.EL.A.1	✓

Develop learning goals, select the technology tools to achieve them, and reflect on and revise the learning process as needed to achieve goals.	
5.EL.D.1 Demonstrate proficient touch (blind) typing with speed and accuracy.	✓
5.DC.A.1 Understand the notion of “digital footprint” and the permanence and traceability associated with online communication (e.g., email, social media).	✓
5.KC.B.1 Explain the importance of using more than one source and recognize possible bias in digital resources.	◆
5.KC.D.1 Propose solutions to real-world problems using collected data and digital tools.	✓
5.ID.B.1 Plan and manage projects using digital planning tools.	✓
5.CC.A.1 Recognize and utilize appropriate media and formats for specific audiences.	✓
5.CC.B.1 Create original works and learn strategies for responsibly remixing or repurposing to create new artifacts.	✓
5.GC.B.1 Use collaborative technologies to connect with others, including peers, experts, and community members, to explore different points of view on various topics.	✓
6–8.EL.A.1	✓

<p>Articulate personal learning goals, select and manage appropriate technologies to achieve them, and reflect on their successes and areas of improvement in working toward their goals.</p>	
<p>6-8.EL.B.1 Identify and develop online networks within school policy, and customize their learning environments in ways that support their learning, in collaboration with an educator.</p>	
<p>6-8.EL.C.1 Actively seek performance feedback from people, including teachers, and from functionalities embedded in digital tools to improve their learning process, and they select technology to demonstrate their learning in a variety of ways.</p>	
<p>6-8.EL.D.1 Navigate a variety of technologies and transfer their knowledge and skills to learn how to use new technologies.</p>	
<p>6-8.DC.A.1 Describe how to manage digital identities and reputations within school policy, including demonstrating an understanding of how digital actions may have positive or negative implications for their future.</p>	
<p>6-8.DC.B.1 Demonstrate and advocate for positive, safe, legal, and ethical habits when using technology and when interacting with others online.</p>	
<p>6-8.DC.B.2 Demonstrate an awareness of potential dangers while online (e.g., cyberbullying, child predators, phishing) and understand how to get help.</p>	
<p>6-8.DC.C.1 Advocate and demonstrate a respect for intellectual property with both print and digital media—including copyright, permission and fair use—by creating a variety of media products that include appropriate citation and</p>	

attribution elements.	
6-8.DC.D.1 Demonstrate an understanding of what personal data is and how to keep it private and secure, including the awareness of terms such as encryption, HTTPS, password strength, cookies, phishing, and computer viruses; understand the limitations of data management and how data-collection technologies work.	✓
6-8.KC.A.1 Demonstrate and practice the ability to effectively utilize research strategies to locate appropriate digital resources in support of their learning.	✓
6-8.KC.B.1 Practice and demonstrate the ability to evaluate resources for accuracy, perspective, credibility, and relevance.	✓
6-8.KC.C.1 Locate and collect resources from a variety of sources and organize assets into collections for a wide range of projects and purposes.	✓
6-8.KC.D.1 Explore real-world issues and problems through inquiry and analysis, develop ideas, actively create solutions for them, and evaluate and revise through the use of digital tools.	✓
6-8.ID.A.1 Engage in a design process and employ it to inquire and analyze, generate ideas, create innovative products or solve authentic problems, and evaluate the process to revise if needed.	✓
6-8.ID.B.1 Select and use digital tools to support a design process and expand their understanding to identify constraints, trade-offs, and to weigh risks.	✓

<p>6-8.ID.C.1 Engage in a design process to inquire and analyze, develop ideas, test and revise prototypes, embracing the cyclical process of trial and error, and understanding problems or setbacks as potential opportunities for improvement.</p>	
<p>6-8.ID.D.1 Demonstrate an ability to persevere and handle greater ambiguity as they work to solve open-ended problems.</p>	
<p>6-8.CT.A.1 Practice defining problems to solve by computing for data analysis, modeling, or algorithmic thinking.</p>	
<p>6-8.CT.B.1 Find or organize data and use technology to analyze and represent the data to solve problems and make decisions.</p>	
<p>6-8.CT.C.1 Break problems into component parts, identify key pieces, and use that information to problem solve.</p>	
<p>6-8.CT.D.1 Demonstrate an understanding of how automation works and use algorithmic thinking to design and automate solutions.</p>	
<p>6-8.CC.A.1 Select appropriate platforms and tools to create, share, and communicate their work effectively.</p>	
<p>6-8.CC.A.2 Understand and demonstrate how to construct an email to the appropriate audience, including replying to individual, groups, BCC, and CC.</p>	
<p>6-8.CC.B.1</p>	

Create original works and apply strategies for responsibly remixing or repurposing to create new artifacts.	
6-8.CC.C.1 Communicate complex ideas clearly using various digital tools to convey the concepts textually, visually, graphically, etc.	✓
6-8.CC.D.1 Publish or present content designed for specific audiences and select platforms that will effectively convey their ideas to those audiences.	✓
6-8.GC.A.1 Use digital tools to interact with others to develop a richer understanding of different perspectives and cultures.	✓
6-8.GC.B.1 Use collaborative technologies to connect with others, including peers, experts, and community members, to learn about issues and problems or to gain broader perspectives.	◆
6-8.GC.C.1 Determine their role on a team to meet goals, based on their knowledge of technology and content, as well as personal preference.	✓
6-8.GC.D.1 Select collaborative technologies and use them to work with others to investigate and develop solutions related to local and global issues.	✓
9-12.EL.A.1 Actively assimilate and revise personal and career goals, select and manage current and emerging technologies to achieve them, and reflect on their successes and areas of improvement in working toward their goals.	✓
9-12.EL.B.1 Consistently engage in online social networks as a means to access and	◆

<p>promote lifelong learning in collaboration with global peers.</p>	
<p>9-12.EL.C.1 Regularly revise their work habits and attitudes based on feedback from others and from functionalities embedded in digital tools to improve their learning process, and they select or creatively use technologies to share their learning in ways that are useful to others.</p>	<input checked="" type="checkbox"/>
<p>9-12.EL.D.1 Successfully use a variety of existing technologies to develop criteria and identify new digital tools and resources from emerging technologies to accomplish a defined task with fluency and ease.</p>	<input checked="" type="checkbox"/>
<p>9-12.DC.A.1 Analyze their digital identities and reputations within school policy to consider social media's impact on society, including demonstrating an understanding of how digital actions may have positive or negative implications for their future.</p>	<input checked="" type="checkbox"/>
<p>9-12.DC.B.1 Demonstrate and advocate for positive, safe, legal, and ethical habits when using technology and when interacting with others online.</p>	<input checked="" type="checkbox"/>
<p>9-12.DC.B.2 Distinguish potential dangers while online (e.g., malicious actors, phishing, impersonation) to prevent, detect, and combat cybersecurity threats while practicing safe and secure techniques, tactics, and practices recognizing cybersecurity is everyone's responsibility.</p>	<input checked="" type="checkbox"/>
<p>9-12.DC.C.1 Advocate and demonstrate a respect for intellectual property with both print and digital media—including copyright, permission and fair use—by creating a variety of media products that include appropriate citation and attribution elements.</p>	<input checked="" type="checkbox"/>
<p>9-12.DC.D.1</p>	<input checked="" type="checkbox"/>

Demonstrate an understanding of what personal data is and how to keep it private and secure, including the awareness of terms such as encryption, HTTPS, password strength, cookies, phishing, and computer viruses; understand the limitations of data management and how data-collection technologies work.	
9-12.KC.A.1 Plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.	✓
9-12.KC.B.1 Evaluate the accuracy, perspective, credibility, and relevance of information, media, data, or other resources in the school and career setting.	✓
9-12.KC.C.1 Curate information from digital resources, including online databases and catalogs, for research using a variety of tools and methods to create collections of artifacts that support their learning and career goals.	✓
9-12.KC.D.1 Explore real-world issues and problems through inquiry and analysis, develop ideas, actively create solutions for them, and evaluate and revise through the use of digital tools.	✓
9-12.ID.A.1 Engage in a design process and employ it to inquire and analyze, generate ideas, create innovative products or solve authentic problems, and evaluate the process to revise if needed.	✓
9-12.ID.B.1 Creatively use digital tools to support a design process and expand their understanding to identify constraints, trade-offs, and to weigh risks.	✓
9-12.ID.C.1 Engage in a cyclical design process to inquire and analyze, develop ideas,	✓

test, and revise prototypes, presenting finished products and best practices learned during the development.	
9-12.ID.D.1 Demonstrate an ability to persevere and handle greater ambiguity as they work to solve open-ended problems.	✓
9-12.CT.A.1 Define complex issues, create a plan, and select appropriate technology-assisted methods such as data analysis, abstract models, and algorithmic thinking in exploring and finding solutions.	✓
9-12.CT.B.1 Evaluate created or given data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making.	✓
9-12.CT.B.2 Evaluate and justify the formats for reporting results to a variety of audiences.	✓
9-12.CT.C.1 Collaborate to break problems into component parts, identify key pieces, and use that information to problem-solve.	✓
9-12.CT.C.2 Use 3D design tools to create prototypes, models, and simulations to demonstrate solutions and ideas.	◆
9-12.CT.D.1 Collaborate to develop an automated process by using algorithmic thinking to develop a sequence of steps to create and test automated solutions.	✓
9-12.CC.A.1 Use digital learning tools and resources to identify communication needs	◆

<p>considering goals, audience, content, access to tools or devices, and timing of communication, to involve teams in diverse locales for effective communication.</p>	
<p>9-12.CC.B.1 Create an original work using multiple digital tools, including planning, research, editing, and production.</p>	
<p>9-12.CC.C.1 Create digital graphic visualizations, data driven models, and simulations to succinctly communicate complex ideas and problems; justify methods and tools used.</p>	
<p>9-12.CC.D.1 Publish or present content designed for specific audiences using online meeting tools to asynchronous and synchronous audiences.</p>	
<p>9-12.GC.A.1 Use digital tools to interact with others to develop a richer understanding of different perspectives and cultures; publish electronic artifacts that communicate to a culturally diverse and global community.</p>	
<p>9-12.GC.B.1 Use collaborative technologies (live and recorded) to connect with global stakeholders including peers, not excluding other languages, experts, and community members, to learn about issues and problems or to gain a broader perspective; develop multiple viewpoints that may be electronically published and accessible to all audiences.</p>	
<p>9-12.GC.C.1 Learn project management roles on a team to meet goals, based on their knowledge of technology and content, as well as personal preference; goals in project, timelines and milestones, will be monitored with tools and shared globally.</p>	

9-12.GC.D.1 Select and justify the effective collaborative technologies (live video conference, online forums, social media and other emerging communication methods) to investigate, develop, and publish solutions related to local and global issues.	◆
9-12.GC.D.2 Understand that digital tools such as blogs and social media can be used to crowd source, crowd fund, and mobilize a community toward a goal.	✓