



## **Call for Submissions**

**Date** June 7, 2023

**Reference Number** 2023-1

The Department of Education (Programs and Services) is conducting a call for submissions to identify resources that may be useful to support the following course:

### **K-6 Coding and Digital Innovation Curriculum**

Vendors who have materials currently available for purchase are invited to make submissions.

Vendors **MUST** comply with the Resource Submission Procedures in order to be eligible for inclusion in the environmental scan.

All submissions must be received by:

4:00 PM (Newfoundland Standard Time) July 19, 2023

### **Resource Submission Procedures**

1. Review the Appendices of this document. Vendors will confirm that resources submitted:

- a) align with the intent of the course description provided, and
- b) support the outcomes listed.

2. Complete all sections of the Resource Summary Form.

3. Email the **Resource Summary Form**

To: **toddwoodland@gov.nl.ca**

**Subject: Resource Submission – Reference Number 2023-1**

4. Ship **4 physical** copies of each resource to:

**Learning Resources Distribution Centre**

**Building 909, Pleasantville**

**St. John's, NL**

**A1A 1R1**

Clearly label the package(s)

**Resource Submission - Reference Number 2023-1**

5. If additional information is required, send an email request to:

**Todd Woodland**  
**Manager, Curriculum Section**  
**Division of Program Development**  
**Department of Education**  
[toddwoodland@gov.nl.ca](mailto:toddwoodland@gov.nl.ca)

## **Appendix A: Resource Requirements/Preferences**

### **Requirements**

- Evidence-based Technology Education resources that align with the curriculum outcomes that are engaging, current, and age appropriate
- Focus on Children's Literature that aligns with the curriculum outcomes
- Highlights a diversity of representations such as multicultural, Indigenous, and gender
- Suitable for Multiage classrooms
- English language and French language versions are required
- High quality translation

NOTE: An accessible digital pdf version of successful titles will be requested for alternate format materials (AFM) purposes

## Appendix B: Curriculum Outcomes and Description

### K-6 Coding and Digital Innovation Curriculum

#### Introduction

This document presents the draft strands and indicators for the K-6 Coding and Digital Innovation Curriculum. The plan is that grades K-3 will be piloted in September 2023 and grades 4-6 will be piloted in September 2024.

It is proposed that a collection of children's literature will be resourced to be evaluated as part of the pilot process.

K-6 Coding and Digital Innovation					
Grade	Digital Citizenship and Safety (DCS)	Coding and Computational Thinking (CCT)	Creating and Innovating (CI)	Communicating and Sharing (CS)	Applied Skills (AP)
K	<p><b>K DSC 1 : Digital Access:</b></p> <ul style="list-style-type: none"> <li>DSC 1.1: Explore a variety of digital tools.</li> </ul> <p><b>K DSC 2 : Digital Communication and Collaboration:</b></p> <ul style="list-style-type: none"> <li>DSC 2.1: Develop an understanding of in person vs. online communication.</li> <li>DSC 2.2: Begin to understand how to be respectful and kind online.</li> </ul> <p><b>K DSC 3 : Digital Fluency:</b></p> <ul style="list-style-type: none"> <li>DSC 3.1: Develop and use a variety of digital skills (link to applied skills).</li> <li>DSC 3.2: Begin to practice good decision making when online.</li> </ul> <p><b>K DSC 4 : Digital Etiquette:</b></p> <ul style="list-style-type: none"> <li>DSC 4.1: Learn what you can do/access online.</li> <li>DSC 4.2: Demonstrate safe, responsible and respectful behavior when using digital technology.</li> </ul> <p><b>K DSC 5 : Digital Law:</b></p>	<p><b>K CCT 1: Input and output</b></p> <ul style="list-style-type: none"> <li>CCT 1.1: Understand that what we put "in" will affect what comes "out."</li> </ul> <p><b>K CCT 2: Sequencing</b></p> <ul style="list-style-type: none"> <li>CCT 2.1: Create a series of directions.</li> <li>CCT 2.2: Follow a series of directions in order.</li> </ul> <p><b>K CCT 3: Loops</b></p> <ul style="list-style-type: none"> <li>CCT 3.1: Start to recognize repeating patterns in code.</li> </ul> <p><b>K CCT 4: If/Then</b></p> <ul style="list-style-type: none"> <li>CCT 4.1: Start to recognize real life if/then examples.</li> </ul> <p><b>K CCT 5: Variables</b></p> <ul style="list-style-type: none"> <li>CCT 5.1: Start to recognize that choices can affect the end result</li> </ul> <p><b>K CCT 6: Debugging</b></p> <ul style="list-style-type: none"> <li>CCT 6.1: Start to recognize problems.</li> <li>CCT 6.2: Understand that mistakes are part of the learning process.</li> <li>CCT 6.3: Start to find solutions to problems.</li> </ul>	<p><b>K CI 1: Create and innovate through play:</b></p> <ul style="list-style-type: none"> <li>CI 1.1: Use a variety of tools and materials to bring ideas to life.</li> </ul> <p><b>K CI 2: Apply the <a href="https://www.yes.psu.edu/about/engineering-design-process.aspx">Design Process</a>:</b></p> <ul style="list-style-type: none"> <li><b>CI 2.1: Ask:</b> <ul style="list-style-type: none"> <li>Identify the problem/purpose</li> </ul> </li> <li><b>CI 2.2: Imagine</b> <ul style="list-style-type: none"> <li>Brainstorm</li> <li>Empathize (identify audience/user)</li> </ul> </li> <li><b>CI 2.3: Plan</b> <ul style="list-style-type: none"> <li>Choosing materials</li> <li>Choosing tools</li> </ul> </li> <li><b>CI 2.4: Create</b> <ul style="list-style-type: none"> <li>Creativity &amp; expression</li> <li>Repurposing</li> </ul> </li> <li><b>CI 2.5: Test</b> <ul style="list-style-type: none"> <li>Problem solving</li> </ul> </li> <li><b>CI 2.6: Improve</b> <ul style="list-style-type: none"> <li>Repeat the process</li> </ul> </li> </ul> <p><a href="https://www.yes.psu.edu/about/engineering-design-process.aspx">https://www.yes.psu.edu/about/engineering-design-process.aspx</a></p>	<p><b>K CS 1: Question:</b></p> <ul style="list-style-type: none"> <li>CS 1.1: Ask and answer questions related to and to help further the task.</li> </ul> <p><b>K CS 2: Develop New Vocabulary:</b></p> <ul style="list-style-type: none"> <li>CS 2.1: Start to develop a relevant vocabulary to extend learning.</li> </ul> <p><b>K CS 3: Collaborate:</b></p> <ul style="list-style-type: none"> <li>CS 3.1: Listen to others' opinions.</li> <li>CS 3.2: Ask questions.</li> <li>CS 3.3: Share ideas.</li> <li>CS 3.3: Complete responsibilities equitably.</li> <li>CS 3.4: Be open to suggestions and others' opinions.</li> </ul> <p><b>K CS 4: Share:</b></p> <ul style="list-style-type: none"> <li>CS 4.1: Decide on how to share the product.</li> <li>CS 4.2: Decide with whom to share the product.</li> <li>CS 4.3: Demonstrate a product, describing the process, providing reasoning for choices/solutions.</li> </ul> <p><b>K CS 5: Reflect</b></p>	<p><b>Develop skills through play:</b></p> <ul style="list-style-type: none"> <li>Access digital tools appropriate to the task</li> <li>Use various devices in a safe and appropriate manner</li> </ul> <p><b>Device &amp; application literacy:</b></p> <ul style="list-style-type: none"> <li>Sign in/out</li> <li>Turn on/off device</li> <li>Utilize device ports</li> <li>Use mouse/ keyboard</li> </ul>

	<ul style="list-style-type: none"> <li>DSC 5.1: Begin to understand that asking consent is necessary before using and sharing other's personal information online.</li> </ul> <p><b>K DSC 6 : Digital Health and Wellness:</b></p> <ul style="list-style-type: none"> <li>DSC 6.1: Begin to learn about the negative and positive effects of screen time and how it affects our lives.</li> <li>DSC 6.2: Begin to understand how emotions can be affected by the use of digital technology.</li> </ul> <p><b>K DSC 7: Digital Security and Privacy:</b></p> <ul style="list-style-type: none"> <li>DSC 7.1: Learn safe places to “go” online.</li> </ul> <p><b>K DSC 8: Rights and Responsibilities</b></p> <ul style="list-style-type: none"> <li>DSC 8.1: Understand the importance of checking in with a trusted adult when using digital technologies.</li> </ul>			<ul style="list-style-type: none"> <li>CS 5.1: Self-reflect on ability to create and contribute.</li> <li>CS 5.2: Provide constructive feedback to others.</li> </ul>	
1-3	<p><b>1-3 DSC 1 : Digital Access:</b></p> <ul style="list-style-type: none"> <li>DSC 1.1: Explore a variety of digital tools.</li> <li>DSC 1.2: Start to recognize the factors that affect digital access and equity.</li> </ul> <p><b>1-3 DSC 2: Digital Commerce:</b></p> <ul style="list-style-type: none"> <li>DSC 2.1: Begin to understand the purpose of ‘advertisements’.</li> <li>DSC 2.2: Begin to understand that some apps</li> </ul>	<p><b>1-3 CCT 1: Input and output</b></p> <ul style="list-style-type: none"> <li>CCT 1.1: Understand that what we put “in” will affect what comes “out.”</li> </ul> <p><b>1-3 CCT 2: Sequencing</b></p> <ul style="list-style-type: none"> <li>CCT 2.1: Create a series of directions.</li> <li>CCT 2.2: Follow a series of directions in order.</li> </ul> <p><b>1-3 CCT 3: Loops</b></p>	<p><b>1-3 CI 1: Create and innovate through play</b></p> <ul style="list-style-type: none"> <li>CI 1.1: Use a variety of tools and materials to bring ideas to life.</li> </ul> <p><b>1-3 CI 2: Apply the <a href="#">Design Process</a>:</b></p> <ul style="list-style-type: none"> <li><b>CI 2.1: Ask:</b> <ul style="list-style-type: none"> <li>Identify the problem/purpose</li> </ul> </li> <li><b>CI 2.2: Imagine</b> <ul style="list-style-type: none"> <li>Brainstorm</li> <li>Empathize (identify audience/user)</li> </ul> </li> </ul>	<p><b>1-3 CS 1: Question:</b></p> <ul style="list-style-type: none"> <li>CS 1.1: Ask and answer questions related to and to help further the task.</li> </ul> <p><b>1-3 CS 2: Develop New Vocabulary:</b></p> <ul style="list-style-type: none"> <li>CS 1.2: Develop a relevant vocabulary to extend learning.</li> </ul> <p><b>1-3 CS 3: Collaborate:</b></p> <ul style="list-style-type: none"> <li>CS 3.1: Listen to others’ opinions.</li> <li>CS 3.2: Ask questions.</li> </ul>	<p><b>Develop skills through exploration:</b></p> <ul style="list-style-type: none"> <li>Access digital tools appropriate to the task</li> <li>Use various devices</li> <li>Start to learn keyboard functions</li> <li>Locate forms in digital platforms</li> </ul> <p><b>Device &amp; application literacy:</b></p> <ul style="list-style-type: none"> <li>Sign in/out</li> <li>Turn on/off device</li> <li>Utilize device ports</li> <li>Use mouse/ keyboard</li> </ul>

	<p>and websites require payment.</p> <ul style="list-style-type: none"> <li>DSC 2.3: Begin to understand that the buying and selling of goods can be done electronically.</li> </ul> <p><b>1-3 DSC 3: Digital Communication and Collaboration:</b></p> <ul style="list-style-type: none"> <li>DSC 3.1: Understand how tone and intention are important when communicating online.</li> <li>DSC 3.2: Understand how to be respectful and kind online.</li> <li>DSC 3.3: Understand how to express thoughts and feelings appropriately online in a way that others can understand.</li> </ul> <p><b>1-3 DSC 4: Digital Fluency</b></p> <ul style="list-style-type: none"> <li>DSC 4.1: Develop and use a variety of digital skills (applied skills)</li> <li>DSC 4.2: Demonstrate and practice good decision making online.</li> </ul> <p><b>1-3 DSC 5: Digital Etiquette:</b></p> <ul style="list-style-type: none"> <li>DSC 5.1: Demonstrate safe, responsible and respectful behavior when using digital technologies.</li> <li>DSC 5.2: Understand that there are rules, rights and responsibilities created for technology use and why they should be followed.</li> </ul> <p><b>1-3 DSC 6: Digital Law:</b></p>	<ul style="list-style-type: none"> <li>CCT 3.1: Recognize and create repeating patterns in code.</li> </ul> <p><b>1-3 CCT 4: If/Then</b></p> <ul style="list-style-type: none"> <li>CCT 4.1: Recognize and create real life if/then examples.</li> </ul> <p><b>1-3 CCT 5: Variables</b></p> <ul style="list-style-type: none"> <li>CCT 5.1: Recognize that different inputs can affect the end result.</li> <li>CCT 5.2: Begin to understand that variables can be measured or counted and can change.</li> </ul> <p><a href="#">Tynker - Variables</a> <a href="#">ScratchGarden - Variables</a></p> <p><b>1-3 CCT 6: Debugging</b></p> <ul style="list-style-type: none"> <li>CCT 6.1: Identify and recognize problems in code.</li> <li>CCT 6.2: Understand that mistakes are part of the learning process.</li> <li>CCT 6 Find solutions to problems.</li> </ul>	<ul style="list-style-type: none"> <li><b>CI 2.3: Plan</b> <ul style="list-style-type: none"> <li><i>Choosing materials</i></li> <li><i>Choosing tools</i></li> </ul> </li> <li><b>CI 2.4: Create</b> <ul style="list-style-type: none"> <li><i>Creativity &amp; expression</i></li> <li><i>Repurposing</i></li> </ul> </li> <li><b>CI 2.5: Test</b> <ul style="list-style-type: none"> <li><i>Problem solving</i></li> </ul> </li> <li><b>CI 2.6: Improve</b> <ul style="list-style-type: none"> <li><i>Repeat the process</i></li> </ul> </li> </ul> <p><a href="https://www.yes.psu.edu/about/engineering-design-process.aspx">https://www.yes.psu.edu/about/engineering-design-process.aspx</a></p>	<ul style="list-style-type: none"> <li>CS 3.3: Share ideas.</li> <li>CS 3.4: Complete responsibilities equitably.</li> <li>CS 3.5: Be open to suggestions and others' opinions.</li> </ul> <p><b>1-3 CS 4: Share:</b></p> <ul style="list-style-type: none"> <li>CS 4.1: Decide on how to share the product.</li> <li>CS 4.2: Decide with whom to share the product.</li> <li>CS 4.3: Demonstrate a product, describing the process, providing reasoning for choices/solutions.</li> </ul> <p><b>1-3 CS 5: Reflect</b></p> <ul style="list-style-type: none"> <li>CS 5.1: Self-reflect on ability to create and contribute.</li> <li>CS 5.2: Provide constructive feedback to others.</li> </ul>	<ul style="list-style-type: none"> <li>Manage Tabs</li> <li>Manage volume and screen brightness</li> <li>Begin to learn keyboard functions</li> <li>Locate forms in digital platforms</li> </ul>
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	<ul style="list-style-type: none"><li>• DSC 6.1: Understand that asking consent is necessary before using and sharing other’s personal information online.</li><li>• DSC 6.2: Begin to understand what it means to be aware of Terms and Conditions to various apps and websites when creating new accounts/profiles.</li></ul> <p><b>1-3 DSC 7: Digital Health and Wellness:</b></p> <ul style="list-style-type: none"><li>• DSC 7.1: Learn about the negative and positive effects of screen time and how it affects our lives.</li><li>• DSC 7.2: Understand how emotions can be affected by the use of digital technologies.</li></ul> <p><b>1-3 DSC 8: Digital Security and Privacy:</b></p> <ul style="list-style-type: none"><li>• DSC 8.1: Learn to create secure usernames and passwords and how to keep this information safe. (<a href="#">Common Sense</a>).</li><li>• DSC 8.2: Begin to understand that people and situations online aren’t always as they seem.</li><li>• DSC 8.3: Learn to recognize “just right” apps and websites (<a href="#">Common Sense</a>).</li></ul> <p><b>1-3 DSC 9: Digital Rights and Responsibilities:</b></p> <ul style="list-style-type: none"><li>• DSC 9.1: Understand the importance of checking in</li></ul>				
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	with a trusted adult when using digital technologies.				
4-6	<p><b>4-6 DSC 1 : Digital Access:</b></p> <ul style="list-style-type: none"> <li>DSC 1.1: Explore a variety of digital tools.</li> <li>DSC 1.2: Recognize the factors that affect digital access and equity and their implications.</li> </ul> <p><b>4-6 DSC 2: Digital Commerce:</b></p> <ul style="list-style-type: none"> <li>DSC 2.1: Understand the purpose of ‘advertisements’.</li> <li>DSC 2.2: Understand how to interact with advertisements appropriately.</li> <li>DSC 2.3: Understand the types of advertisements and how they target their audiences in the digital world.</li> <li>DSC 2.4: Understand that some apps and websites require payment.</li> <li>DSC 2.5: Understand that the buying and selling of goods can be done electronically.</li> <li>DSC 2.6: Understand how to be effective consumers in a digital economy.</li> <li>DSC 2.7: Explore a variety of career pathways in technology.</li> </ul>	<p><b>4-6 CCT 1: Input and output</b></p> <ul style="list-style-type: none"> <li>CCT 1.1: Demonstrate an applied knowledge that what we put “in” will affect what comes “out.”</li> </ul> <p><b>4-6 CCT 2: Sequencing</b></p> <ul style="list-style-type: none"> <li>CCT 2.1: Create a series of specific directions in order.</li> <li>CCT 2.2: Follow a series of directions in order.</li> </ul> <p><b>4-6 CCT 3: Loops</b></p> <ul style="list-style-type: none"> <li>CCT 3.1: Recognize and create repeating patterns in code.</li> <li>CCT 3.2: Using loops to make things more efficient.</li> </ul> <p><b>4-6 CCT 4: If/Then</b></p> <ul style="list-style-type: none"> <li>CCT 4.1: Recognize and create real life if/then examples.</li> </ul> <p><b>4-6 CCT 5: Variables</b></p> <ul style="list-style-type: none"> <li>CCT 5.1: Recognize that different inputs can affect the end result.</li> <li>CCT 5.2: Begin to understand that variables can be measured or counted and can change.</li> </ul> <p><a href="#">Tynker - Variables</a> <a href="#">ScratchGarden - Variables</a></p> <p><b>4-6 CCT 6: Debugging</b></p>	<p><b>4-6 CI 1: Create and innovate through play:</b></p> <ul style="list-style-type: none"> <li>CI 1.1: Use a variety of tools and materials to bring ideas to life.</li> </ul> <p><b>4-6 CI 2: Apply the <a href="#">Design Process</a>:</b></p> <ul style="list-style-type: none"> <li><b>CI 2.1: Ask:</b> <ul style="list-style-type: none"> <li>Identify the problem/purpose</li> </ul> </li> <li><b>CI 2.2: Imagine</b> <ul style="list-style-type: none"> <li>Brainstorm</li> <li>Empathize (identify audience/user)</li> </ul> </li> <li><b>CI 2.3: Plan</b> <ul style="list-style-type: none"> <li>Choosing materials</li> <li>Choosing tools</li> </ul> </li> <li><b>CI 2.4: Create</b> <ul style="list-style-type: none"> <li>Creativity &amp; expression</li> <li>Repurposing</li> </ul> </li> <li><b>CI 2.5: Test</b> <ul style="list-style-type: none"> <li>Problem solving</li> </ul> </li> <li><b>CI 2.6: Improve</b> <ul style="list-style-type: none"> <li>Repeat the process</li> </ul> </li> </ul> <p><a href="https://www.yes.psu.edu/about/engineering-design-process.aspx">https://www.yes.psu.edu/about/engineering-design-process.aspx</a></p>	<p><b>4-6 CS 1: Question:</b></p> <ul style="list-style-type: none"> <li>Ask and answer questions related to and to help further the task.</li> </ul> <p><b>4-6 CS 2: Develop New Vocabulary:</b></p> <ul style="list-style-type: none"> <li>Develop a relevant vocabulary to extend learning.</li> </ul> <p><b>4-6 CS 3: Collaborate:</b></p> <ul style="list-style-type: none"> <li>Listen to others’ opinions.</li> <li>Ask questions.</li> <li>Share ideas.</li> <li>Complete responsibilities equitably.</li> <li>Be open to suggestions and others’ opinions.</li> <li>Encourage others’ strengths.</li> </ul> <p><b>4-6 CS 4: Share:</b></p> <ul style="list-style-type: none"> <li>Decide on how to share the product.</li> <li>Decide with whom to share the product.</li> <li>Demonstrate a product, describing the process, providing reasoning for choices/solutions.</li> </ul> <p><b>4-6 CS 5: Reflect</b></p> <ul style="list-style-type: none"> <li>Self-reflect on ability to create and contribute.</li> <li>Provide constructive feedback to others.</li> </ul>	<p><b>Develop skills through play and exploration:</b></p> <ul style="list-style-type: none"> <li>Access digital tools appropriate to the task</li> <li>Use various devices in a safe and appropriate manner</li> </ul> <p><b>Device &amp; application literacy:</b></p> <ul style="list-style-type: none"> <li>Sign in/out</li> <li>Turn on/off device</li> <li>Utilize device ports</li> <li>Use mouse/ keyboard</li> <li>Manage Tabs</li> <li>Manage volume and screen brightness</li> <li>Learn keyboard functions</li> <li>Locate forms in digital platforms</li> <li>Manage files across digital platforms</li> <li>Manage email account</li> </ul>



	<p><b>4-6 DSC 3: Digital Communication &amp; Collaboration:</b></p> <ul style="list-style-type: none"><li>• DSC 3.1: Explore a variety of ways to communicate and exchange information online.</li><li>• DSC 3.2: Understand how tone and intention are important when communicating online.</li><li>• DSC 3.3: Express thoughts and feelings appropriately in a way that others can understand.</li><li>• DSC 3.4: Demonstrate respectful and kind behavior online.</li></ul> <p><b>4-6 DSC 4: Digital Fluency</b></p> <ul style="list-style-type: none"><li>• DSC 4.1: Develop and use a variety of digital skills (applied skills).</li><li>• DSC 4.2: Understand the power and importance of the social aspect of technology and its use.</li><li>• DSC 4.3: Practice good decision making when supporting your and others' on-line learning and collaboration.</li><li>• DSC 4.4: Discern between credible sources versus "fake news" through media literacy.</li></ul> <p><b>4-6 DSC 5: Digital Etiquette:</b></p> <ul style="list-style-type: none"><li>• DSC 5.1: Demonstrate safe, responsible and respectful behavior when using digital technology.</li><li>• DSC 5.2: Demonstrate a knowledge of rules, rights</li></ul>	<ul style="list-style-type: none"><li>• CCT 6.1: Identify and recognize problems in code.</li><li>• CCT 6.2: Understand that mistakes are part of the learning process.</li><li>• CCT 6.3: Find solutions to problems.</li></ul>			
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	<p>and responsibilities when navigating a digital world.</p> <p><b>4-6 DSC 6: Digital Law:</b></p> <ul style="list-style-type: none"><li>• DSC 6.1: Understand that stealing or causing damage to other people’s work, identity, or property online is a crime.</li><li>• DSC 6.2: Understand consent around using and sharing other’s personal information online.</li><li>• DSC 6.3: Understand what it means to accept Terms and Conditions to various apps and websites when creating new accounts/profiles.</li></ul> <p><b>4-6 DSC 7: Digital Health &amp; Wellness:</b></p> <ul style="list-style-type: none"><li>• DSC 7.1: Learn about the negative and positive effects of screen time and how it affects our lives.</li><li>• DSC 7.2: Understand how emotions can be affected by the use of digital technologies.</li><li>• DSC 7.3: Model an understanding of personal safety and wellness as users of technology.</li></ul> <p><b>4-6 DSC 8: Digital Security &amp; Privacy:</b></p> <ul style="list-style-type: none"><li>• DSC 8.1:Continue to create and utilize secure usernames and passwords and keep this information safe. (<u>Common Sense</u>).</li><li>• DSC 8.2: Learn how to check the authenticity of</li></ul>				
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	<p>digital media (emails, ads, etc.).</p> <ul style="list-style-type: none"><li>● DSC 8.3: Understand that people and situations online aren't always as they seem and to be aware of misrepresentations.</li><li>● DSC 8.4: Learn to recognize “just right” apps and websites (<a href="#">Common Sense</a>).</li><li>● DSC 8.5: Understand and be aware of digital attack risks like viruses or worms and their implications.</li></ul> <p><b>4-6 DSC 9: Digital Rights and Responsibilities:</b></p> <ul style="list-style-type: none"><li>● DSC 9.1: Understand the importance of checking in with a trusted adult when using digital technologies.</li><li>● DSC 9.2: Learn to navigate the digital world appropriately and safely.</li></ul>				
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