DQ COMPETENCIES and TECHNOKIDS COMPUTING CURRICULUM

Competency	TechnoKids Collection: ALL PROJECTS	Start	Stories	Me	Whiz	Gallery	Painter	Bookmaking	Fit	Tales	Journal	Internet	Presenter	Arcade	Research	Candy	Toon	Site	Race	Editor	Sales	Timeline	Trivia	Turtle
DIGITAL CITIZENSHIP																								
1. Digital Citizen Identity	●	●		●							●	●	●			●	●	●				●		
2. Balanced Use of Technology	●																							
3. Behavioral Cyber-Risk Management	●											●		●				●	●					
4. Personal Cyber Security Management	●	●									●	●				●	●	●	●		●			
5. Digital Empathy	●					●	●			●	●	●				●							●	●
6. Digital Footprint Management	●										●	●	●					●						
7. Media and Information Literacy	●		●	●		●		●	●		●	●					●				●		●	●
8. Privacy Management	●										●	●						●	●					
DIGITAL CREATIVITY																								
9. Digital Co-Creator Identity	●		●	●	●	●		●	●	●		●	●	●	●			●		●	●	●	●	●
10. Healthy Use of Technology	●	●									●													
11. Content Cyber-Risk Management	●										●		●				●							
12. Network Security Management	●	●									●							●						
13. Self-Awareness and Management	●		●	●	●	●	●	●		●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
14. Online Communication and Collaboration	●		●	●				●			●	●	●					●	●		●			
15. Content Creation and Computational Literacy	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
16. Intellectual Property Rights Management	●										●	●	●			●		●				●		●
DIGITAL COMPETITIVENESS																								
17. Digital Changemaker Identity	●											●										●		
18. Civic Use of Technology	●								●		●		●					●	●			●	●	
19. Commercial and Community Cyber-Risk Management	●																							
20. Organizational Cyber Security Management	●	●									●													
21. Relationship Management	●										●	●	●			●	●	●				●	●	
22. Public and Mass Communication	●										●	●	●			●	●					●	●	
23. Data and AI Literacy	●															●		●				●		
24. Participatory Rights Management	●										●	●						●	●					

Primary Projects: Ages 6-8 — Start, Stories, Me, Whiz, Gallery, Painter, Bookmaking, Fit, Tales

Junior Projects: Ages 8-10 — Journal, Internet, Presenter, Arcade, Research, Candy, Toon, Site, Race, Editor, Sales, Timeline, Trivia, Turtle

DQ Competency icons: Digital Identity, Digital Use, Digital Safety, Digital Security, Digital Emotional Intelligence, Digital Communication, Digital Literacy, Digital Rights

DQ COMPETENCIES and TECHNOKIDS COMPUTING CURRICULUM

DQ Competency	TechnoKids Collection: ALL PROJECTS	Intermediate: Newsletter	Restaurateur	Travel	Code	Biography	Budget	Map	HTML5	Earth	Environment	Questionnaire	Debate	Python	Bot AI	Senior: Wonderland	Mission	Specialist	Ad	Advertise	Investor	Photoshop	Planner	Animate
DIGITAL CITIZENSHIP																								
1. Digital Citizen Identity	●	●		●	●	●		●	●	●			●		●			●	●					
2. Balanced Use of Technology	●																		●					
3. Behavioral Cyber-Risk Management	●	●			●										●				●					
4. Personal Cyber Security Management	●	●			●	●		●		●					●				●					
5. Digital Empathy	●	●		●	●				●	●		●		●	●				●			●		
6. Digital Footprint Management	●			●															●					
7. Media and Information Literacy	●	●	●	●		●	●			●						●		●	●	●	●			
8. Privacy Management	●				●										●				●					
DIGITAL CREATIVITY																								
9. Digital Co-Creator Identity	●	●	●	●	●	●		●	●	●						●	●	●			●	●		
10. Healthy Use of Technology	●														●			●	●					
11. Content Cyber-Risk Management	●				●										●				●					
12. Network Security Management	●																		●					
13. Self-Awareness and Management	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●			●	
14. Online Communication and Collaboration	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●			●	●		●			
15. Content Creation and Computational Literacy	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
16. Intellectual Property Rights Management	●	●		●	●	●		●	●	●			●		●				●	●				●
DIGITAL COMPETITIVENESS																								
17. Digital Changemaker Identity	●		●					●		●			●		●	●		●						
18. Civic Use of Technology	●		●	●	●			●		●							●	●						
19. Commercial and Community Cyber-Risk Management	●																		●					
20. Organizational Cyber Security Management	●																							
21. Relationship Management	●			●						●	●		●		●				●					
22. Public and Mass Communication	●	●	●	●		●		●			●		●		●			●	●					
23. Data and AI Literacy	●		●					●		●			●		●	●	●	●			●		●	
24. Participatory Rights Management	●				●					●					●									