

Third – Fifth Grade

Technology Operations and Concepts

Students will:

1. Use input and output devices of technology systems.
Examples: input—recording devices, keyboards, touchscreens
output—printers
 - Demonstrating ergonomics relative to technology systems
 - Demonstrating correct keyboarding techniques
 - Demonstrating safe removal of storage media
2. Use various technology applications, including word processing and multimedia software.
 - Using navigational features commonly found in technology applications
 - Identifying digital file types
3. Identify common hardware and software problems.
 - Determining basic troubleshooting strategies to correct hardware and software problems
4. Identify various operating systems of technology devices.

Digital Citizenship

5. Practice safe use of technology systems and applications.
Examples: protecting personal information online, avoiding inappropriate sites, exiting inappropriate sites
6. Describe social and ethical behaviors related to technology use.
Examples: social—developing positive attitudes for using technology collaboratively
ethical—citing sources of text and digital content, avoiding plagiarism,
avoiding manipulation of others' work without permission
 - Describing the global nature of the Internet
 - Following local acceptable-use policies regarding technology
 - Identifying intrusive applications, including worms, viruses, spyware, and pop-up advertisements
7. Explain the influence of technology on society.
Examples: multiple digital communities, medical and agricultural advancements

Research and Information Fluency

8. Collect information from a variety of digital sources.
Examples: online libraries, multimedia dictionaries
 - Using technology tools to organize information
 - Demonstrating efficient Internet search strategies
Example: keyword search
 - Evaluating electronic resources for reliability based on publication date, bias, accuracy, and source credibility
9. Use technology tools to organize, interpret, and display data.
Examples: spreadsheets, databases, electronic graphing tools

Communication and Collaboration

10. Use digital environments to collaborate and communicate.
Examples: publishing online journals, sharing presentations, contributing to online discussions, communicating with experts
 - Producing digital works collaboratively
Examples: developing shared writing projects and group multimedia projects

Critical Thinking, Problem Solving, and Decision Making

11. Use digital tools to analyze authentic problems.
Examples: electronic graphing tools, concept-mapping software

Creativity and Innovation

12. Create a product using digital tools.
Examples: products—digital story, podcast, digital artwork