

Technology: 3-5

Empowered Learner

- 1 Explore a variety of age-appropriate technologies that can assist with the learning process.** T.3-5.1

- 2 Explore multiple ways to share ideas and organize information about themselves and the things around them using appropriate digital resources (pictures, portfolio, etc.)** T.3-5.2

- 3 Evaluate digital sources for accuracy, perspective, credibility, and relevance.** T.3-5.3

- 4 Learn proper keyboarding techniques.** T.3-5.4

Digital Citizen

- 5 Demonstrate responsible use of technology (e.g., seek guidance and appropriate support when selecting digital content, understand how to be safe online, follow safety rules when using media, etc.).** T.3-5.5

- 6 Practice using safe, legal, and ethical behavior when using technology and interacting online.** T.3-5.6

- 7 Collaborate with peers, teams, and individuals within their communities and home through the use of age-appropriate technology.** T.3-5.7

- 8 Demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of decisions made when interacting online.** T.3-5.8

- 9 Demonstrate appropriate methods of sharing personal data online and how to keep personal data private.** T.3-5.9

- 10 Demonstrate responsible use of technology by respecting intellectual property with both print and digital media when using and sharing the work of others.** T.3-5.10

Knowledge Constructor

- 11 Create original work through the use of age-appropriate technology and digital resources and tools.** T.3-5.11

- 12 Demonstrate creativity and learning through technology (e.g., digital storytelling, portfolio creation, digital media displays, etc.).** T.3-5.12

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| Innovative Designer | 13 With support and guidance, select appropriate technology tools to solve problems and communicate information. T.3-5.13 |
| | 14 With support and guidance, create a product using a step-by-step process through the use of age-appropriate digital and non-digital resources. T.3-5.14 |
| | 15 Use appropriate technology to transfer learning to a variety of tools or learning environments. T.3-5.15 |
| Computational Thinker | 16 Research information on topics of interest through the use of age-appropriate technology and digital resources provided by the classroom teacher. T.3-5.16 |
| | 17 With support and guidance, deepen learning across content areas through the use of age-appropriate technology and digital resources. T.3-5.17 |
| | 18 Graph data using a spreadsheet. Analyze and produce a report that explains the analysis of data. T.3-5.18 |
| Creative Communicator | 19 Communicate with others through the use of electronic mail (email) or other digital resources. T.3-5.19 |
| | 20 Utilize embedded digital tools for feedback. T.3-5.20 |
| Global Collaborator | 21 Connect with others and explore different points of view on various topics through the use of age-appropriate technology resources. T.3-5.21 |
| | 22 Explore multiple ways to share ideas and information about themselves and the world around them, considering the expected audience. T.3-5.22 |