Alaska Digital Literacy

Grades 3-5

Empowered Learning	1	Students develop learning goals in collaboration with an educator, select the technology tools to achieve them, and reflect on and revise the learning process as needed to achieve goals. 3-5.EL.1
	2	With the oversight and support of an educator Students build a network of experts and peers within school policy and customize their environments to enhance their learning. 3-5.EL.2
	3	Students seek from feedback from both people and features embedded in digital tools, and use age-appropriate technology to share learning. 3-5.EL.3
	4	Students explore age-appropriate technologies and begin to transfer their learning to different tools or learning environments. 3-5.EL.4
Digital Citizenship	1	Students demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of their decisions when interacting online. 3-5.DC.1
	2	Students practice and encourage others in safe, legal and ethical behavior when using technology and interacting online, with guidance from an educator. 3-5.DC.2
	3	Students learn about, demonstrate and encourage respect for intellectual property with both print and digital media when using and sharing the work of others. 3-5.DC.3
	4	Students demonstrate an understanding of what personal data is, how to keep it private and how it might be shared online. 3-5.DC.4
Knowledge Construction	1	Students collaborate with a teacher to employ appropriate research techniques to locate digital resources that will help them in their learning process. 3-5.KC.1
	2	Students learn how to evaluate sources for accuracy, perspective, credibility and relevance. 3-5.KC.2
	3	Using a variety of strategies, students organize information and make meaningful connections between resources 3-5.KC.3
	4	tudents explore real-world problems and issues and collaborate with others to ind answers or solutions. 3-5.KC.4

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Innovative Design	1	**Students 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.** 3-5.ID.1
	2	**Students use digital and non-digital tools to plan and manage a design process.** 3-5.ID.2
	3	**Students engage in a cyclical design process to develop prototypes and reflect on the role that trial and error plays.** 3-5.ID.3
	4	**Students demonstrate perseverance when working with open-ended problems.** 3-5.ID.4
Computational Thinking	1	**Students explore or solve problems by selecting technology for data analysis, modeling and algorithmic thinking, with guidance from an educator.** 3-5.CT.1
	2	**Students select effective technology to represent data.** 3-5.CT.2
	3	**Students break down problems into smaller parts, identify key information and propose solutions.** 3-5.CT.3
	4	**Students understand and explore basic concepts related to automation, patterns and algorithmic thinking.** 3-5.CT.4
Creative Communication	1	**Students recognize and utilize the features and functions of a variety of creation or communication tools.** 3-5.CC.1
	2	**Student create original works and learn strategies for remixing or repurposing to create new artifacts.** 3-5.CC.2
	3	**Students create digital artifacts to communicate ideas visually and graphically.** 3-5.CC.3
	4	**Students learn about audience and consider their expected audience when creating digital artifacts and presentations.** 3-5.CC.4
Global Collaboration	1	**Students use digital tools to work with friends and people from different backgrounds or cultures.** 3-5.GC.1
	2	**Students use collaborative technologies to connect with others, including peers, experts and community members, to explore different points of view on various topics.** 3-5.GC.2
	3	**Students perform a variety of roles within a team using age-appropriate technology to complete a project or solve a problem.** 3-5.GC.3
	4	**Students work with others using collaborative technologies to explore local and global issues.** 3-5.GC.4