

3-5

Empowered Learner - Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals, informed by the learning sciences. 3-5.1

- a. Students, in collaboration with an educator, develop learning goals, select the technology tools to achieve them, and reflect on and revise the learning process as needed to achieve goals. 3-5.1.A

- b. Students, in collaboration with an educator, build a network of experts and peers to customize their environments to enhance their learning, in accordance with school policy. 3-5.1.B

- c. Students, in collaboration with an educator, examine feedback from both people and the features embedded in digital tools, and use age appropriate technology to share learning. 3-5.1.C

- d. Students explore age appropriate technologies and begin to transfer their learning to different tools or learning environments. 3-5.1.D

Digital Citizen - Students recognize the rights, responsibilities, and opportunities of living, learning, and working in an interconnected digital world, and they act and model in ways that are safe, legal, and ethical. 3-5.2

- a. Students demonstrate an understanding of the role a digital identity plays in the digital world and learn the permanence of their decisions when interacting online. 3-5.2.A

- b. Students, in collaboration with an educator, identify and practice safe, legal, and ethical behavior when using technology and interacting online. 3-5.2.B

- c. Students, in collaboration with an educator, examine, use, and demonstrate respect for intellectual property including copyright, permission, and fair use, with both print and digital media when using and sharing the work of others. 3-5.2.C

- d. Students, in collaboration with an educator, demonstrate an understanding of what personal data is, how to keep it private, and how it might be shared online. 3-5.2.D

Knowledge Constructor - Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts, and make meaningful learning experiences for

- a. Students, in collaboration with an educator, employ appropriate research techniques to locate digital resources that will help them in their learning process. 3-5.3.A

- b. Students, in collaboration with an educator, learn how to evaluate sources for accuracy, perspective, credibility, and relevance. 3-5.3.B

themselves and others. 3-5.3

c. Students, in collaboration with an educator, use a variety of strategies to collect and organize information and make meaningful connections between resources. 3-5.3.C

d. Students, in collaboration with an educator, explore real world problems and issues and collaborate with others to find answers or solutions. 3-5.3.D

Innovative Designer -
Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions. 3-5.4

a. Students, in collaboration with an educator, explore and practice a design process by generating ideas to solve a problem by planning, creating and testing innovative products that are shared with others. 3-5.4.A

b. Students, in collaboration with an educator, use digital and/or non-digital tools to plan and manage a design process. 3-5.4.B

c. Students, in collaboration with an educator, engage in a cyclical design process to develop, test and refine prototypes and reflect on the role that trial and error plays. 3-5.4.C

d. Students demonstrate perseverance when working with open-ended problems. 3-5.4.D

Computational Thinker -
Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions. 3-5.5

a. Students, in collaboration with an educator, identify, explore or solve problems by selecting technology for data analysis, modeling, and algorithmic thinking. 3-5.5.A

b. Students, in collaboration with an educator, select effective technology to represent and organize data. 3-5.5.B

c. Students, in collaboration with an educator, break down problems into smaller parts, identify key information, and propose solutions. 3-5.5.C

d. Students understand and explore basic concepts related to automation, patterns, and algorithmic thinking. 3-5.5.D

Creative Communicator -
Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals. 3-5.6

a. Students, in collaboration with an educator, recognize and utilize the features and functions of a variety of creation or communication tools. 3-5.6.A

b. Students, in collaboration with an educator, create original works and learn strategies for responsibly repurposing and remixing to create new artifacts. 3-5.6.B

c. Students, in collaboration with an educator, create digital artifacts using digital tools to communicate ideas visually, graphically, and/or auditorily. 3-5.6.C

d. Students, in collaboration with an educator, learn about and consider the intended audience when creating and publishing digital artifacts and presentations. 3-5.6.D

Global Collaborator -
Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally. 3-5.7

- a. Students, in collaboration with an educator, use digital tools to work with other learners, including those from a variety of backgrounds and cultures. 3-5.7.A**

- b. Students, in collaboration with an educator, use technology to connect with others, including peers, experts, and community members, to explore different points of view on various topics. 3-5.7.B**

- c. Students, in collaboration with an educator, take on various assigned team roles, contributing their knowledge of technology and content to complete a project or solve a problem. 3-5.7.C**

- d. Students, in collaboration with an educator, work with others, using technology to explore local and global issues and identify possible solutions. 3-5.7.D**