

Grades 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.

- a** 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.A.](#)

- b** 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.1.B.](#)

- c** Students seek feedback from both people and features embedded in digital tools and use age-appropriate technology to share learning. [3-5.EL.1.C.](#)

- d** Students explore age-appropriate technologies and begin to transfer their learning to different tools or learning environments. [3-5.EL.1.D.](#)

DIGITAL CITIZEN:
Students recognize the responsibilities and opportunities for contributing to their digital communities, including making safe, legal, and ethical decisions using Artificial Intelligence.

- a** 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.2.A.](#)

- b** 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.B.](#)

- c** 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.2.C.](#)

- d** Students demonstrate an understanding of what personal data is, how to keep it private, and how it might be shared online. [3-5.DC.2.D.](#)

KNOWLEDGE CONSTRUCTOR:
Students critically curate a variety of resources using digital tools, such as Artificial Intelligence chatbots, to construct knowledge, produce creative artifacts, and make meaningful learning

- a** 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.3.A.](#)

- b** Students learn how to evaluate sources for accuracy, perspective, credibility, and relevance. [3-5.KC.3.B.](#)

- c** Using a variety of strategies, students organize information and make meaningful connections between resources. [3-5.KC.3.C.](#)

- d** Students explore real-world problems and issues and collaborate with others to find answers or solutions. [3-5.KC.3.D.](#)

experiences for themselves and others.

INNOVATIVE DESIGNER: Students use a variety of technologies within a design process to identify and solve problems by creating new, useful, or imaginative solutions.

- a** 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.4.A.
- b** Students use digital and non-digital tools to plan and manage a design process. 3-5.ID.4.B.
- c** Students engage in a cyclical design process to develop prototypes and reflect on the role that trial and error plays. 3-5.ID.4.C.
- d** Students demonstrate perseverance when working with open-ended problems. 3-5.ID.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.

- a** Students explore or solve problems by selecting technology for data analysis, modeling, and algorithmic thinking, with guidance from an educator. 3-5.CT.5.A.
- b** Students select effective technology to represent data. 3-5.CT.5.B.
- c** Students break down problems into smaller parts, identify key information, and propose solutions. 3-5.CT.5.C.
- d** Students understand and explore basic concepts related to automation, patterns, and algorithmic thinking. 3-5.CT.5.D.

CREATIVE COMMUNICATOR: Students communicate clearly and express themselves creatively for a variety of purposes, such as AI prompt engineering, using platforms, tools, styles, formats, and digital media appropriate to their goals.

- a** Students recognize and utilize the features and functions of a variety of creation or communication tools. 3-5.CC.6.A.
- b** Students create original works and learn strategies for remixing or repurposing to create new artifacts. 3-5.CC.6.B.
- c** Students create digital artifacts to communicate ideas visually and graphically. 3-5.CC.6.C.
- d** Students learn about audiences and consider their expected audience when creating digital artifacts and presentations. 3-5.CC.6.D.

GLOBAL COLLABORATOR: Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working

- a** Students use digital tools to work with friends and people from different backgrounds or cultures. 3-5.GC.7.A.
- b** 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.7.B.

**effectively in teams
locally and globally.**

c Students perform a variety of roles within a team using age-appropriate technology to complete a project or solve a problem. 3-5.GC.7.C.

d Students work with others using collaborative technologies to explore local and global issues. 3-5.GC.7.D.