

# 4th Grade

## 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.**

- 1 Students will develop technology strategies to achieve and reflect on learning goals to improve outcomes. **4.ET.EL.1**
    - 1 Effectively identify and use a goal to determine how digital learning tools can help accomplish that goal. **4.ET.EL.1.1**
  - 2 With or without support, students build networks of experts and peers to enhance their learning. **4.ET.EL.2**
    - 1 Work effectively in groups with analyzing roles and building networks with industry experts. **4.ET.EL.2.1**
  - 3 Students improve learning by seeking feedback from others using digital tools and other resources to demonstrate learning in a variety of ways. **4.ET.EL.3**
    - 1 Analyze the effects of feedback with a technological systems model. **4.ET.EL.3.1**
  - 4 Students demonstrate an understanding of how technology works, know how to independently troubleshoot, and are not afraid to take a risk in choosing and utilizing new or current technologies for learning. **4.ET.EL.4**
    - 1 Demonstrate proficiency in the use of vocabulary, computers and applications as well as an understanding of the concepts underlying hardware, software and connectivity. **4.ET.EL.4.1**
    - 2 Transfer previous knowledge from different products into new emerging technologies. **4.ET.EL.4.2**
    - 3 Use device appropriate techniques and proper finger placement to compose a 1-page typed document in a given time frame. **4.ET.EL.4.3**
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## Computational Thinker

**Students develop and employ strategies for demonstrating an understanding of and solving problems in ways that leverage the power of technological methods to develop and test solutions.**

- 1 Students select appropriate technology to analyze data, create models, and problem-solve through the use of logical thinking. **4.ET.CT.1**
    - 1 Using logical thinking, select digital tools to create visually appropriate graphical representation of data (e.g., line graphs, circle graphs, bar graphs, etc.). **4.ET.CT.1.1**
  - 2 Students use the computational thought process to represent data, deconstruct problems, identify key information, and formulate solutions. **4.ET.CT.2**
    - 1 Identify components of the computational thought process within the context of examining a problem. **4.ET.CT.2.1**
  - 3 Students will recognize basic concepts of automation including decomposition, abstraction, use algorithmic thinking, and pattern recognition. **4.ET.CT.3**
    - 1 Students will recognize an algorithm which communicates and interprets clear instructions for a predictable, reliable output which can be replicated or automated in the future. **4.ET.CT.3.1**
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## 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.**

- 1 Students will demonstrate an understanding of the importance of creating and maintaining a positive online identity and the permanence and future impact of their online and offline decisions when using digital technology. **4.ET.DC.1**
    - 1 Describe and practice safety precautions while online, including social interactions and/or when using network devices. **4.ET.DC.1.1**
  - 2 Students will practice positive, safe, legal, and ethical behavior when using technology. **4.ET.DC.2**
    - 1 Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world. **4.ET.DC.2.1**
  - 3 Students demonstrate and promote respect for using and sharing the intellectual property of others and themselves. **4.ET.DC.3**
    - 1 Analyze the effects of cyberbullying. **4.ET.DC.3.1**
    - 2 Use digital tools to identify the needed information to cite sources with guidance. **4.ET.DC.3.2**
  - 4 Students demonstrate an understanding of how personal data is collected, tracked, and used, how to maintain privacy, and how to safely share it online. **4.ET.DC.4**
    - 1 Manage personal data to maintain privacy and to demonstrate an understanding that data-collection technology is used to track their navigation online. **4.ET.DC.4.1**
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## Innovative Designer

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

- 1 With or without the use of technology, students can apply a design process to generate ideas, consider possible solutions, create a plan to solve a problem, and share their innovative ideas with others. **4.ET.ID.1**
    - 1 Plan and implement a design process to a given problem and share your results with an authentic audience. **4.ET.ID.1.1**
  - 2 Students persevere when researching and solving open-ended problems and use trial-and-error strategies to test and refine prototypes. **4.ET.ID.2**
    - 1 Research and solve open-ended problems. **4.ET.ID.2.1**
    - 2 Develop, test and refine prototypes as part of a cyclical design process. **4.ET.ID.2.2**
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## 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.**

- 1 Students evaluate and select a variety of platforms and tools to create products and communicate with others to appropriately complete tasks. **4.ET.CC.1**
    - 1 Construct a digital product with different platforms to communicate with others. **4.ET.CC.1.1**
  - 2 Students create original artifacts or responsibly remix or repurpose existing digital resources. **4.ET.CC.2**
    - 1 Create original digital works using multiple platforms. **4.ET.CC.2.1**
    - 2 Identify and discuss laws and rules that apply to digital content and information. **4.ET.CC.2.2**
  - 3 Students select the appropriate medium and communicate clear, complex ideas through the use of visualizations for an intended audience. **4.ET.CC.3**
    - 1 Generate, develop and communicate design ideas and decisions using appropriate terms and graphical representations based on the audience. **4.ET.CC.3.1**
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## 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.**

- 1 Students will use collaborative digital tools to connect with people of different backgrounds, cultures, and points of view to examine local, national, and global issues. **4.ET.GC.1**
    - 1 Use digital tools to work collaboratively with friends and people of diverse backgrounds to examine local, national, and global issues. **4.ET.GC.1.1**
  - 2 In a collaborative team, students will perform a variety of roles to complete a project or solve a problem using digital tools. **4.ET.GC.2**
    - 1 Perform a variety of roles within a collaborative team to complete a project or solve a problem. **4.ET.GC.2.1**
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## Knowledge Constructor

### **Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.**

- 1 Students employ appropriate research techniques to effectively locate credible resources to help them in the learning process. **4.ET.KC.1**
  - 1 Use appropriate search techniques, digital learning tools and resources to effectively locate a variety of information **4.ET.KC.1.1**
- 2 Students learn how to evaluate sources for currency, authority, accuracy, perspective and relevance. **4.ET.KC.2**
  - 1 Evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources. **4.ET.KC.2.1**
- 3 Students use a variety of strategies and digital tools to organize information and make meaningful connections. **4.ET.KC.3**
  - 1 Organize information from digital resources using a variety of tools and strategies to make meaningful learning experiences. **4.ET.KC.3.1**
- 4 Students use digital tools to explore real world problems and issues and pursue potential solutions. **4.ET.KC.4**
  - 1 Use and analyze digital tools to explore global issues and research potential solutions. **4.ET.KC.4.1**