

Grades 3-5

Empowered Learner (EL) 3-5.1

- 1 Students leverage technologies, including assistive technologies, to take an active role in choosing, achieving, and demonstrating competency in their learning goals, informed by the learning sciences. 3-5.1.1**
 - A** Students articulate and set personal learning goals, develop strategies leveraging technology to achieve them, and reflect on the learning process itself to improve learning outcomes. 3-5.1.1.A
 - 1** In collaboration with an educator, students develop and articulate personal learning goals to achieve their goals reflecting on and revising the learning process as needed. 3-5.1.1.A.1
 - B** Build networks and customize their learning environments in ways that support the learning process. 3-5.1.1.B
 - 1** With guidance from an educator, students use a network of experts and peers and customize their learning environment to enhance their learning. 3-5.1.1.B.1
 - C** Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. 3-5.1.1.C
 - 1** Students seek feedback from people, technologies, and staff familiar with assistive technologies to make improvements, and use appropriate technologies to share and demonstrate learning. 3-5.1.1.C.1
 - D** Understand the various fundamental concepts of technology operations, demonstrate the ability to choose, use, and troubleshoot technologies and transfer knowledge to explore emerging technologies. 3-5.1.1.D
 - 1** Students use a variety of appropriate technologies, collaborate with each other to troubleshoot technologies, and begin to transfer their knowledge to explore emerging technologies. 3-5.1.1.D.1
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Digital Citizen (DC) 3-5.2

1 Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act in ways that are safe, legal, and ethical. 3-5.2.1

- A** Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world. 3-5.2.1.A
 - 1** Students demonstrate an understanding of a digital identity, the role it plays in the digital world, and learn the permanence of their decisions when interacting online. 3-5.2.1.A.1
 - B** Engage in positive, safe, legal, and ethical behavior when using technology, including social interactions online or when using networked devices. 3-5.2.1.B
 - 1** Students engage, identify, and advocate in positive, safe, legal, and ethical behavior with support from an educator when using technology and interacting online. 3-5.2.1.B.1
 - C** Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property. 3-5.2.1.C
 - 1** Students articulate, demonstrate, and respect intellectual property with both print and digital media when using and sharing the work of others. 3-5.2.1.C.1
 - D** Manage their personal data to maintain digital privacy and security and are aware of data collection technology used to track their activity online. 3-5.2.1.D
 - 1** Students identify personal data, demonstrate how to keep it private, and understand how it might be shared, such as data collection and tracking, within a variety of networks. 3-5.2.1.D.1
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**Knowledge Constructor
(KC) 3-5.3**

- 1 Students critically curate a variety of digital resources using appropriate technologies, including assistive technologies, to construct knowledge, produce creative digital works, and make meaningful learning experiences for themselves and others. 3-5.3.1**
 - A Plan and employ effective research strategies to locate information and other digital sources for their intellectual or creative pursuits. 3-5.3.1.A**
 - 1 Students plan and employ appropriate research techniques with guidance to locate digital sources that support the learning process on topics of academic and personal interest. 3-5.3.1.A.1**
 - B Evaluate the accuracy, perspective, credibility, and relevance of information, media, data, and other digital sources. 3-5.3.1.B**
 - 1 Students learn how to evaluate digital sources for accuracy, perspective, credibility, and relevance. 3-5.3.1.B.1**
 - C Curate information from digital sources using a variety of tools and methods to create collections of resources that demonstrate meaningful connections or conclusions. 3-5.3.1.C**
 - 1 Students use a variety of strategies to organize information and make meaningful connections between digital resources. 3-5.3.1.C.1**
 - D Actively explore real-world issues and problems, develop ideas and theories, and pursue answers and solutions. 3-5.3.1.D**
 - 1 Students use digital resources and tools to explore real-world issues and problems and collaborate with others to find answers or solutions. 3-5.3.1.D.1**
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**Innovative Designer
(ID) 3-5.4**

- 1 Students use a variety of technologies, including assistive technologies, within a design process to identify and solve problems by creating new, useful or imaginative solutions or iterations. 3-5.4.1**
 - A Know and use appropriate technologies in a purposeful design process for generating ideas, testing theories, creating innovative digital works, or solving authentic problems. 3-5.4.1.A**
 - 1 With guidance from an educator, students use appropriate technologies to 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. 3-5.4.1.A.1**
 - B Select and use appropriate technologies to plan and manage a design process that considers design constraints and calculated risks. 3-5.4.1.B**
 - 1 With guidance from an educator, students select and use appropriate technologies to plan and manage a design process. 3-5.4.1.B.1**
 - C Use appropriate technologies to develop, test, and refine prototypes as part of a cyclical design process. 3-5.4.1.C**
 - 1 With guidance from an educator, students use appropriate technologies in a cyclical design process to develop prototypes and reflect on the role of trial and error. 3-5.4.1.C.1**
 - D Exhibit a tolerance for ambiguity, perseverance, and the capacity to work with open-ended problems. 3-5.4.1.D**
 - 1 With guidance from an educator, students demonstrate perseverance when working with open-ended problem. 3-5.4.1.D.1**
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**Computational Thinker
(CT)** 3-5.5

- 1 Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods, including those that leverage assistive technologies, to develop and test solutions.** 3-5.5.1
 - A** Formulate problem definitions suited for technologyassisted methods such as data analysis, modeling and algorithmic thinking in exploring and finding solutions. 3-5.5.1.A
 - 1** With guidance from an educator, students create, identify, explore, and solve problems by selecting technologyassisted methods such as data analysis, modeling, and algorithmic thinking. 3-5.5.1.A.1
 - B** Collect data or identify relevant data sets, use appropriate technologies to analyze them, and represent data in various ways to facilitate problemsolving and decision-making. 3-5.5.1.B
 - 1** Students select and use appropriate technologies to represent data, which will be used for interpretation and evidencebased decision making. 3-5.5.1.B.1
 - C** Break problems into component parts, extract key information, and develop descriptive models, using technologies when appropriate, to understand complex systems or facilitate problem-solving. 3-5.5.1.C
 - 1** Students break down problems into smaller parts, identify key information, and propose solutions using technologies, when appropriate. 3-5.5.1.C.1
 - D** Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions. 3-5.5.1.D
 - 1** Students explore and understand basic concepts related to automation, patterns, and algorithmic thinking. 3-5.5.1.D.1
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**Creative Communicator
(CC) 3-5.6**

1 Students communicate clearly and express themselves creatively for a variety of purposes using appropriate technologies (including assistive technologies), styles, formats, and digital media appropriate to their goals. 3-5.6.1

A Choose the appropriate technologies and resources for meeting the desired objectives of their creation or communication. 3-5.6.1.A

1 Students recognize, select, and use the features and functions of a variety of appropriate creation and communication technologies to create products or communicate with others. 3-5.6.1.A.1

B Create original works or responsibly repurpose or remix digital resources into new creations. 3-5.6.1.B

1 Students use appropriate technologies to create original works and learn strategies for remixing other digital works to create new digital works. 3-5.6.1.B.1

C Communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models, or simulations. 3-5.6.1.C

1 Students create digital works to communicate ideas visually and graphically. 3-5.6.1.C.1

D Publish or present content that customizes the message and medium for the intended audiences. 3-5.6.1.D

1 Students select and use appropriate technologies to design and publish content while considering the audience when creating digital works and presentations. 3-5.6.1.D.1

**Global Collaborator
(GC) 3-5.7**

- 1 Students use appropriate technologies, including assistive technologies, to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally. 3-5.7.1**
 - A Use appropriate technologies to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning. 3-5.7.1.A**
 - 1 Students use appropriate technologies to connect with a digital community that includes different backgrounds and cultures. 3-5.7.1.A.1**
 - B Use collaborative technologies to work with others, including peers, experts, and community members to examine issues and problems from multiple viewpoints. 3-5.7.1.B**
 - 1 Students use collaborative technologies to work with others, including peers, experts, and online community members to learn the perspective of others. 3-5.7.1.B.1**
 - C Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal. 3-5.7.1.C**
 - 1 Students take on a variety of assigned team roles and use appropriate technologies to complete a project and work toward a common goal. 3-5.7.1.C.1**
 - D Explore local and global issues and use collaborative technologies to work with others to investigate solutions. 3-5.7.1.D**
 - 1 Students use collaborative technologies to work with others to understand problems and investigate solutions to local and global issues. 3-5.7.1.D.1**