Virginia Digital Learning Integration

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

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 datacollection 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

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

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

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

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