West Virginia Technology and Computer Science

Technology: 3-5

Empowered Learner	1	Explore a variety of age-appropriate technologies that can assist with the learning process. T.3-5.1
	2	Explore multiple ways to share ideas and organize information about themselves and the things around them using appropriate digital resources (pictures, portfolio, etc.) T.3-5.2
	3	Evaluate digital sources for accuracy, perspective, credibility, and relevance. T.3-5.3
	4	Learn proper keyboarding techniques. T.3-5.4
Digital Citizen	5	Demonstrate responsible use of technology (e.g., seek guidance and appropriate support when selecting digital content, understand how to be safe online, follow safety rules when using media, etc.). T.3-5.5
	6	Practice using safe, legal, and ethical behavior when using technology and interacting online. T.3-5.6
	7	Collaborate with peers, teams, and individuals within their communities and home through the use of age-appropriate technology. T.3-5.7
	8	Demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of decisions made when interacting online. T.3-5.8
	9	Demonstrate appropriate methods of sharing personal data online and how to keep personal data private. T.3-5.9
	10	Demonstrate responsible use of technology by respecting intellectual property with both print and digital media when using and sharing the work of others. T.3-5.10
Knowledge Constructor	11	Create original work through the use of age-appropriate technology and digital resources and tools. T.3-5.11
	12	Demonstrate creativity and learning through technology (e.g., digital storytelling, portfolio creation, digital media displays, etc.). T.3-5.12

Skip to main content

Innovative Designer	13	**With support and guidance, select appropriate technology tools to solve problems and communicate information.** T.3-5.13
	14	**With support and guidance, create a product usinga step-by-step process through the use of age-appropriate digital and non-digital resources.** T.3-5.14
	15	**Use appropriate technology to transfer learning to a variety of tools or learning environments.** T.3-5.15
Computational Thinker	16	**Research information on topics of interest through the use of age-appropriate technology and digital resources provided by the classroom teacher.** T.3-5.16
	17	**With support and guidance, deepen learning across content areas through the use of age-appropriate technology and digital resources.** T.3-5.17
	18	**Graph data using a spreadsheet. Analyze and produce a report that explains the analysis of data.** T.3-5.18
Creative Communicator	19	**Communicate with others through the use of electronic mail (email) or other digital resources.** T.3-5.19
	20	**Utilize embedded digital tools for feedback.** T.3-5.20
Global Collaborator	21	**Connect with others and explore and different points of view on various topics through the use of age-appropriate technology resources.** T.3-5.21
	22	**Explore multiple ways to share ideas and information about themselves and the world around them, considering the expected audience.** T.3-5.22