

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

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 using a 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 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