

# Grade 4

Adopted 2021

## Empowered Learner

### 1. Identify the features of current technologies and use that knowledge to understand emerging technologies. [CSS.EL.3-5.1](#)

1. Describe how internal and external parts of computing devices function to form a system. [CSS.EL.3-5.1.1](#)
2. Model how computer hardware and software work together as a system to accomplish tasks. [CSS.EL.3-5.1.2](#)
3. Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies. [CSS.EL.3-5.1.3](#)
4. Develop and apply keyboarding skills, utilizing current technology. [CSS.EL.3-5.1.4](#)
5. Compare and contrast prior knowledge on current technologies with that of new or emerging technologies. [CSS.EL.3-5.1.5](#)
6. Develop, reflect on, and revise personal learning goals in collaboration with their peers. [CSS.EL.3-5.1.6](#)

## Knowledge Constructor

### 2. Curate (analyze and evaluate) a variety of resources and digital tools to construct knowledge and produce creative artifacts. [CSS.KC.3-5.2](#)

1. Curate (analyze and evaluate) information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions. [CSS.KC.3-5.2.1](#)
2. Build knowledge by actively exploring real-world issues. [CSS.KC.3-5.2.2](#)
3. Explain why a real-world issue exists or was created and develop a possible solution. [CSS.KC.3-5.2.3](#)

## Digital Citizen

### 3. Identify the rights, responsibilities, and opportunities of living, learning, and working in an interconnected digital world, and then act and model in ways that are safe, legal and ethical. [CSS.DC.3-5.3](#)

1. Discuss real-world cybersecurity problems (e.g. viruses, phishing attacks, click bait, etc) and how personal information can be protected. [CSS.DC.3-5.3.1](#)
2. Understand, demonstrate, and encourage respect for intellectual property of print and digital media. [CSS.DC.3-5.3.2](#)
3. Create and manage digital identity through positive, safe, and ethical online interactions. [CSS.DC.3-5.3.3](#)

## Innovative Designer and Creator

- 4. Use a variety of technologies within a design process to identify and solve problems by creating new, useful, or imaginative solutions.** [CSS.IDC.3-5.4](#)
    1. Explore and practice a deliberate design process for generating ideas, testing theories, creating innovative artifacts, or solving authentic problems. [CSS.IDC.3-5.4.1](#)
    2. Select, evaluate, and use appropriate digital tools to plan and manage a design process. [CSS.IDC.3-5.4.2](#)
    3. Modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features. [CSS.IDC.3-5.4.3](#)
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## Computational Thinker

- 5. Develop and employ strategies for understanding and solving problems in ways that use the power of technological methods to develop and test solutions.** [CSS.CT.3-5.5](#)
    1. Compare and refine multiple algorithms for the same task and determine which is the most appropriate. [CSS.CT.3-5.5.1](#)
    2. Decompose (break down) problems into smaller, manageable subproblems to facilitate the program development process. [CSS.CT.3-5.5.2](#)
    3. Test and debug (identify and fix errors) a program or algorithm to ensure it runs as intended. [CSS.CT.3-5.5.3](#)
    4. Create programs that include sequences, events, loops, conditionals, and variables. [CSS.CT.3-5.5.4](#)
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## Creative Communicator

- 6. Select and use the most appropriate platform, tool, style, format and digital media to clearly and creatively express thoughts, messages, goals, or positions.** [CSS.CC.3-5.6](#)
    1. Create original works or responsibly repurpose or remix digital resources into new creations. [CSS.CC.3-5.6.1](#)
    2. Communicate complex ideas clearly and effectively by creating or using a variety of digital objects. [CSS.CC.3-5.6.2](#)
    3. Publish or present content that customizes the message and medium for their intended audiences. [CSS.CC.3-5.6.3](#)
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## Global Collaborator

- 7. Use digital tools to expand personal viewpoints and enrich learning by collaborating effectively both locally and globally.** [CSS.GC.3-5.7](#)
    1. Explore local and global issues using digital tools to connect with learners from a variety of backgrounds and cultures [CSS.GC.3-5.7.1](#)
    3. Take on varying roles, with teacher guidance, when collaborating with peers during the design, implementation, and review stages of program development. [CSS.GC.3-5.7.3](#)
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## Reflective Researcher

### 8. Gather, evaluate, and organize quality information from multiple sources. [CSS.RR.3-5.8](#)

1. Evaluate the accuracy, perspective, credibility and relevance of information, media, data, or other resources. [CSS.RR.3-5.8.2](#)
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## Digital Awareness

### 9. Understand the relationship between technology, lifelong learning, and the appropriate use of information. [CSS.DA.3-5.9](#)

1. Discuss computing technologies that have changed the world, and express how those technologies influence, and are influenced by, cultural practices. [CSS.DA.3-5.9.1](#)
2. Identify and propose ways to improve usability of technology for diverse users. [CSS.DA.3-5.9.2](#)