

# Grades 3, 4, 5

Adopted 2009

## Creativity and Innovation

1. produce a media-rich digital project aligned to state curriculum standards (e.g., fable, folk tale, mystery, tall tale, historical fiction) [3-5.CI.1](#)
2. use a variety of technology tools and applications to demonstrate his/her creativity by creating or modifying works of art, music, movies, or presentations [3-5.CI.2](#)
3. participate in discussions about technologies (past, present, and future) to understand these technologies are the result of human creativity [3-5.CI.3](#)

## Communication and Collaboration

1. use digital communication tools (e.g., e-mail, wikis, blogs, IM, chat rooms, videoconferencing, Moodle, Blackboard) and online resources for group learning projects [3-5.CC.1](#)
2. identify how different software applications may be used to share similar information, based on the intended audience (e.g., presentations for classmates, newsletters for parents) [3-5.CC.2](#)
3. use a variety of media and formats to create and edit products (e.g., presentations, newsletters, brochures, web pages) to communicate information and ideas to various audiences [3-5.CC.3](#)

## Research and Information Fluency

1. identify search strategies for locating information with support from teachers or school library media specialists [3-5.RI.1](#)
2. use digital tools to find, organize, analyze, synthesize, and evaluate information [3-5.RI.2](#)
3. understand and discuss that web sites and digital resources may contain [3-5.RI.3](#)
4. understand that using information from a single Internet source might result in the reporting of erroneous facts and that multiple sources should always be researched [3-5.RI.4](#)

## Critical Thinking, Problem Solving, and Decision Making

1. use digital resources to access information that can assist in making informed decisions about everyday matters (e.g., which movie to see, which product to purchase) [3-5.CT.1](#)

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**2. use information and communication technology tools (e.g., calculators, probes, videos, DVDs, educational software) to collect, organize, and evaluate information to assist with solving problems** 3-5.CT.2

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**3. use digital resources to identify and investigate a state, national, or global issue (e.g., global warming, economy, environment)** 3-5.CT.3

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## Digital Citizenship

**1. discuss scenarios involving acceptable and unacceptable uses of technology (e.g., file-sharing, social networking, text messaging, cyber bullying, plagiarism)** 3-5.DC.1

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**2. recognize issues involving ethical use of information (e.g., copyright adherence, source citation)** 3-5.DC.2

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**3. describe precautions surrounding personal safety that should be taken when online** 3-5.DC.3

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**4. identify the types of personal information that should not be given out on the Internet (name, address, phone number, picture, school name)** 3-5.DC.4

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## Technology Operations and Concepts

**1. use basic input and output devices (e.g., printers, scanners, digital cameras, video recorders, projectors)** 3-5.TC.1

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**2. describe ways technology has changed life at school and at home** 3-5.TC.2

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**3. understand and discuss how assistive technologies can benefit all individuals** 3-5.TC.3

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**4. demonstrate proper care in the use of computer hardware, software, peripherals, and storage media** 3-5.TC.4

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**5. know how to exchange files with other students using technology (e.g., network file sharing, flash drives)** 3-5.TC.5

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