Computer Digital Literacy Standards

**Grade 3-5**

# Empowered Learning

**3‐5.EL.1** Students develop learning goals in collaboration with an educator, select the technology tools to achieve them, and reflect on and revise the learning process as needed to achieve goals.

**3‐5.EL.2** With the oversight and support of an educator Students build a network of experts and peers within school policy and customize their environments to enhance their learning.

**3‐5.EL.3** Students seek from feedback from both people and features embedded in digital tools, and use age‐appropriate technology to share learning.

**3‐5.EL.4** Students explore age‐appropriate technologies and begin to transfer their learning to different tools or learning environments.

# Digital Citizenship

**3‐5.DC.1** Students demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of their decisions when interacting online.

**3‐5.DC.2** Students practice and encourage others in safe, legal and ethical behavior when using technology and interacting online, with guidance from an educator.

**3‐5.DC.3** Students learn about, demonstrate and encourage respect for intellectual property with both print and digital media when using and sharing the work of others.

**3‐5.DC.4** Students demonstrate an understanding of what personal data is, how to keep it private and how it might be shared online.

# Knowledge Construction

**3‐5.KC.1** Students collaborate with a teacher to employ appropriate research techniques to locate digital resources that will help them in their learning process.

**3‐5.KC.2** Students learn how to evaluate sources for accuracy, perspective, credibility and relevance.

**3‐5.KC.3** Using a variety of strategies, students organize information and make meaningful connections between resources

**3‐5.KC.4** Students explore real‐world problems and issues and collaborate with others to find answers or solutions.

# Innovative Design

**3‐5.ID.1** Students 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.ID.2** Students use digital and non‐digital tools to plan and manage a design process.

**3‐5.ID.3** Students engage in a cyclical design process to develop prototypes and reflect on the role that trial and error plays. 3‐5.ID.4 Students demonstrate perseverance when working with open‐ended problems.

# Computational Thinking

**3‐5.CT.1** Students explore or solve problems by selecting technology for data analysis, modeling and algorithmic thinking, with guidance from an educator.

**3‐5.CT.2** Students select effective technology to represent data.

**3‐5.CT.3** Students break down problems into smaller parts, identify key information and propose solutions. 3‐5.CT.4 Students understand and explore basic concepts related to automation, patterns and algorithmic thinking.

# Creative Communication

**3‐5.CC.1** Students recognize and utilize the features and functions of a variety of creation or communication tools.

**3‐5.CC.2** Student create original works and learn strategies for remixing or repurposing to create new artifacts.

**3‐5.CC.3** Students create digital artifacts to communicate ideas visually and graphically.

**3‐5.CC.4** Students learn about audience and consider their expected audience when creating digital artifacts and presentations.

# Global Collaboration

**‐5.GC.1** Students use digital tools to work with friends and people from different backgrounds or cultures.

**3‐5.GC.2** Students use collaborative technologies to connect with others, including peers, experts and community members, to explore different points of view on various topics.

**3‐5.GC.3** Students perform a variety of roles within a team using age‐appropriate technology to complete a project or solve a problem.

**3‐5.GC.4** Students work with others using collaborative technologies to explore local and global issues.