

Grades 3, 4, 5

Adopted 2013

Creativity and Innovation

1.1: Demonstrate creative thinking, construct knowledge, and use information and communication technologies to develop innovative products and processes.

1. Demonstrate different ways to gain knowledge to create products. 3-5.ICT.1.1.1
2. Create original works as a means of personal or group expression incorporating teacher selected resources. 3-5.ICT.1.1.2
3. Interpret models and simulations to explore systems and issues. 3-5.ICT.1.1.3

Communication and Collaboration

2.1: Use digital media and environments to communicate and work collaboratively, to support individual learning, and to contribute to the learning of others.

1. Illustrate and present ideas using digital media and environments. 3-5.ICT.2.1.1
2. Select an issue and use digital tools and media to present solutions collaboratively. 3-5.ICT.2.1.2

Research Skills and Critical Thinking

3.1: Exercise critical thinking to plan and conduct research using a variety of information resources including print, digital and other sources

1. Categorize and understand information needs and create research questions to solve an information problem or make an informed decision. 3-5.ICT.3.1.1
2. Select information resources to solve an information problem or make an informed decision. 3-5.ICT.3.1.2
3. Demonstrate navigation skills in accessing information resources. 3-5.ICT.3.1.3
4. Collect and analyze data and information to make decisions, draw conclusions, and create new understanding. 3-5.ICT.3.1.4

Digital Citizenship

4.1: Understand human, cultural, and societal issues related to information and communication technologies and practice legal and ethical behavior.

1. Describe safe, ethical, and responsible practices in the use of information and technology. 3-5.ICT.4.1.1
2. Identify and cite information and sources in an ethical and responsible manner. 3-5.ICT.4.1.2

Technology Operations & Concepts

5.1: Demonstrate a sound understanding of technology concepts, systems, and operations.

1. Identify and use technology tools independently such as electronic devices and keyboards. [3-5.ICT.5.1.1](#)
2. Identify and use software applications independently. [3-5.ICT.5.1.2](#)
3. Identify technology tools and software application problems. [3-5.ICT.5.1.3](#)
4. Identify and experiment with new technologies such as hardware, software applications and web-based applications. [3-5.ICT.5.1.4](#)