

# 5th Grade

## Empowered Learner

**Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.**

- 1 Students will develop technology strategies to achieve and reflect on learning goals to improve outcomes. [5.ET.EL.1](#)
    - 1 Evaluate what changes need to be made within a system to accomplish a goal. [5.ET.EL.1.1](#)
  - 2 With or without support, students build networks of experts and peers to enhance their learning. [5.ET.EL.2](#)
    - 1 Collaborate with a variety of groups to design a digital product using online tools. [5.ET.EL.2.1](#)
  - 3 Students improve learning by seeking feedback from others using digital tools and other resources to demonstrate learning in a variety of ways. [5.ET.EL.3](#)
    - 1 Use or create digital forms to receive feedback from others to deepen learning. [5.ET.EL.3.1](#)
  - 4 Students demonstrate an understanding of how technology works, know how to independently troubleshoot, and are not afraid to take a risk in choosing and utilizing new or current technologies for learning. [5.ET.EL.4](#)
    - 1 Compare and contrast the functions and capabilities of input and/or output devices and other peripherals. [5.ET.EL.4.1](#)
    - 2 Demonstrate the ability to transfer data between device. [5.ET.EL.4.2](#)
    - 3 Implement grade-level appropriate technology vocabulary. [5.ET.EL.4.3](#)
    - 4 Use device-appropriate techniques to compose 2 pages in a given time frame. [5.ET.EL.4.4](#)
    - 5 Personalize application menus and toolbars for greater productivity. [5.ET.EL.4.5](#)
    - 6 Determine how changes in a technology tool affect the outcome of a task. [5.ET.EL.4.6](#)
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## Computational Thinker

**Students develop and employ strategies for demonstrating an understanding of and solving problems in ways that leverage the power of technological methods to develop and test solutions.**

- 1 Students select appropriate technology to analyze data, create models, and problem-solve through the use of logical thinking. **5.ET.CT.1**
    - 1 Use digital tools to create models and analyze data. **5.ET.CT.1.1**
  - 2 Students use the computational thought process to represent data, deconstruct problems, identify key information, and formulate solutions. **5.ET.CT.2**
    - 1 Use the computational thought process to formulate a solution for a given problem. **5.ET.CT.2.1**
  - 3 Students will recognize basic concepts of automation including decomposition, abstraction, use algorithmic thinking, and pattern recognition. **5.ET.CT.3**
    - 1 Analyze a process to produce a result, explaining how controls use information to cause systems to change. **5.ET.CT.3.1**
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## Digital Citizen

**Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.**

- 1 Students will demonstrate an understanding of the importance of creating and maintaining a positive online identity and the permanence and future impact of their online and offline decisions when using digital technology. **5.ET.DC.1**
    - 1 Describe the impact of unethical and illegal technology usage on the individual and society. **5.ET.DC.1.1**
  - 2 Students will practice positive, safe, legal, and ethical behavior when using technology. **5.ET.DC.2**
    - 1 Integrate personal safety precautions and etiquette while online. **5.ET.DC.2.1**
  - 3 Students demonstrate and promote respect for using and sharing the intellectual property of others and themselves. **5.ET.DC.3**
    - 1 Construct and define social rules for behavior based upon previously learned concepts of bullying and cyberbullying. **5.ET.DC.3.1**
    - 2 Use digital tools to properly cite digital sources when gathering relevant information. **5.ET.DC.3.2**
  - 4 Students demonstrate an understanding of how personal data is collected, tracked, and used, how to maintain privacy, and how to safely share it online. **5.ET.DC.4**
    - 1 Make observations of how data is collected, tracked and shared online. **5.ET.DC.4.1**
    - 2 Integrate personal safety precautions and etiquette while online. **5.ET.DC.4.2**
    - 3 Connect the relationship between technological inventions and society changes. **5.ET.DC.4.3**
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## Innovative Designer

**Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.**

- 1 With or without the use of technology, students can apply a design process to generate ideas, consider possible solutions, create a plan to solve a problem, and share their innovative ideas with others. **5.ET.ID.1**
    - 1 Plan and implement a design process: identify the problem, brainstorm solutions, design solution, test and evaluate solutions, present the solution. **5.ET.ID.1.1**
    - 2 Generate ideas using or not using technology tools for a variety of projects. **5.ET.ID.1.2**
  - 2 Students persevere when researching and solving open-ended problems and use trial-and-error strategies to test and refine prototypes. **5.ET.ID.2**
    - 1 Given an engineering design challenge, with an end goal in mind, synthesize the process collaboratively using digital tools to simulate, record, reiterate or present solutions. **5.ET.ID.2.1**
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## Creative Communicator

**Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.**

- 1 Students evaluate and select a variety of platforms and tools to create products and communicate with others to appropriately complete tasks. **5.ET.CC.1**
    - 1 Select the most effective tools to communicate with others. **5.ET.CC.1.1**
  - 2 Students create original artifacts or responsibly remix or repurpose existing digital resources. **5.ET.CC.2**
    - 1 Produce relevant information using advanced search functions. **5.ET.CC.2.1**
    - 2 Use digital tools to properly cite digital sources with guidance. **5.ET.CC.2.2**
    - 3 Create original artifacts using digital tools to demonstrate knowledge. **5.ET.CC.2.3**
  - 3 Students select the appropriate medium and communicate clear, complex ideas through the use of visualizations for an intended audience. **5.ET.CC.3**
    - 1 Use digital tools to communicate ideas with the use of visualizations. **5.ET.CC.3.1**
    - 2 With guidance, choose the most appropriate digital medium considering audience and content. **5.ET.CC.3.2**
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## Global Collaborator

### **Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.**

- 1 Students will use collaborative digital tools to connect with people of different backgrounds, cultures, and points of view to examine local, national, and global issues. **5.ET.GC.1**
    - 1 Identify with diverse perspectives when examining local, national, and global issues using digital tools for connection. **5.ET.GC.1.1**
  - 2 In a collaborative team, students will perform a variety of roles to complete a project or solve a problem using digital tools. **5.ET.GC.2**
    - 1 Perform and analyze the various team roles using digital tools to complete or solve the project within a team. **5.ET.GC.2.1**
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## Knowledge Constructor

### **Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.**

- 1 Students employ appropriate research techniques to effectively locate credible resources to help them in the learning process. **5.ET.KC.1**
  - 1 Produce relevant information using advanced search functions. **5.ET.KC.1.1**
  - 2 Determine the reliability and relevancy of a source using a teacher-provided evaluation tool. **5.ET.KC.1.2**
  - 3 Produce relevant information using advanced search functions. **5.ET.KC.1.3**
- 2 Students learn how to evaluate sources for currency, authority, accuracy, perspective and relevance. **5.ET.KC.2**
  - 1 Determine the reliability and relevancy of a source using a teacher-provided evaluation tool. **5.ET.KC.2.1**
- 3 Students use a variety of strategies and digital tools to organize information and make meaningful connections. **5.ET.KC.3**
  - 1 Design an innovative project in word processing, publishing, spreadsheet, and presentation applications independently. **5.ET.KC.3.1**
- 4 Students use digital tools to explore real world problems and issues and pursue potential solutions. **5.ET.KC.4**
  - 1 Determine how changes in a technology tool affect the outcome of a task. **5.ET.KC.4.1**
  - 2 Collaborate with a variety of groups to design a digital product using online tools. **5.ET.KC.4.2**
  - 3 Analyze what changes need to be made within a problem to accomplish a solution. **5.ET.KC.4.3**