

# Technology: 3-5

## Empowered Learner

- 1 Explore a variety of age-appropriate technologies that can assist with the learning process.** T.3-5.1

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- 2 Explore multiple ways to share ideas and organize information about themselves and the things around them using appropriate digital resources (pictures, portfolio, etc.)** T.3-5.2

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- 3 Evaluate digital sources for accuracy, perspective, credibility, and relevance.** T.3-5.3

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- 4 Learn proper keyboarding techniques.** T.3-5.4

## Digital Citizen

- 5 Demonstrate responsible use of technology (e.g., seek guidance and appropriate support when selecting digital content, understand how to be safe online, follow safety rules when using media, etc.).** T.3-5.5

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- 6 Practice using safe, legal, and ethical behavior when using technology and interacting online.** T.3-5.6

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- 7 Collaborate with peers, teams, and individuals within their communities and home through the use of age-appropriate technology.** T.3-5.7

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- 8 Demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of decisions made when interacting online.** T.3-5.8

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- 9 Demonstrate appropriate methods of sharing personal data online and how to keep personal data private.** T.3-5.9

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- 10 Demonstrate responsible use of technology by respecting intellectual property with both print and digital media when using and sharing the work of others.** T.3-5.10

## Knowledge Constructor

- 11 Create original work through the use of age-appropriate technology and digital resources and tools.** T.3-5.11

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- 12 Demonstrate creativity and learning through technology (e.g., digital storytelling, portfolio creation, digital media displays, etc.).** T.3-5.12

<b>Innovative Designer</b>	<b>13</b> With support and guidance, select appropriate technology tools to solve problems and communicate information. <a href="#">T.3-5.13</a>
	<b>14</b> With support and guidance, create a product using a step-by-step process through the use of age-appropriate digital and non-digital resources. <a href="#">T.3-5.14</a>
	<b>15</b> Use appropriate technology to transfer learning to a variety of tools or learning environments. <a href="#">T.3-5.15</a>
<b>Computational Thinker</b>	<b>16</b> Research information on topics of interest through the use of age-appropriate technology and digital resources provided by the classroom teacher. <a href="#">T.3-5.16</a>
	<b>17</b> With support and guidance, deepen learning across content areas through the use of age-appropriate technology and digital resources. <a href="#">T.3-5.17</a>
	<b>18</b> Graph data using a spreadsheet. Analyze and produce a report that explains the analysis of data. <a href="#">T.3-5.18</a>
<b>Creative Communicator</b>	<b>19</b> Communicate with others through the use of electronic mail (email) or other digital resources. <a href="#">T.3-5.19</a>
	<b>20</b> Utilize embedded digital tools for feedback. <a href="#">T.3-5.20</a>
<b>Global Collaborator</b>	<b>21</b> Connect with others and explore different points of view on various topics through the use of age-appropriate technology resources. <a href="#">T.3-5.21</a>
	<b>22</b> Explore multiple ways to share ideas and information about themselves and the world around them, considering the expected audience. <a href="#">T.3-5.22</a>