

4th 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. **4.ET.EL.1**
 - 1 Effectively identify and use a goal to determine how digital learning tools can help accomplish that goal. **4.ET.EL.1.1**
 - 2 With or without support, students build networks of experts and peers to enhance their learning. **4.ET.EL.2**
 - 1 Work effectively in groups with analyzing roles and building networks with industry experts. **4.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. **4.ET.EL.3**
 - 1 Analyze the effects of feedback with a technological systems model. **4.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. **4.ET.EL.4**
 - 1 Demonstrate proficiency in the use of vocabulary, computers and applications as well as an understanding of the concepts underlying hardware, software and connectivity. **4.ET.EL.4.1**
 - 2 Transfer previous knowledge from different products into new emerging technologies. **4.ET.EL.4.2**
 - 3 Use device appropriate techniques and proper finger placement to compose a 1-page typed document in a given time frame. **4.ET.EL.4.3**
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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. **4.ET.CT.1**
 - 1 Using logical thinking, select digital tools to create visually appropriate graphical representation of data (e.g., line graphs, circle graphs, bar graphs, etc.). **4.ET.CT.1.1**
 - 2 Students use the computational thought process to represent data, deconstruct problems, identify key information, and formulate solutions. **4.ET.CT.2**
 - 1 Identify components of the computational thought process within the context of examining a problem. **4.ET.CT.2.1**
 - 3 Students will recognize basic concepts of automation including decomposition, abstraction, use algorithmic thinking, and pattern recognition. **4.ET.CT.3**
 - 1 Students will recognize an algorithm which communicates and interprets clear instructions for a predictable, reliable output which can be replicated or automated in the future. **4.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. **4.ET.DC.1**
 - 1 Describe and practice safety precautions while online, including social interactions and/or when using network devices. **4.ET.DC.1.1**
 - 2 Students will practice positive, safe, legal, and ethical behavior when using technology. **4.ET.DC.2**
 - 1 Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world. **4.ET.DC.2.1**
 - 3 Students demonstrate and promote respect for using and sharing the intellectual property of others and themselves. **4.ET.DC.3**
 - 1 Analyze the effects of cyberbullying. **4.ET.DC.3.1**
 - 2 Use digital tools to identify the needed information to cite sources with guidance. **4.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. **4.ET.DC.4**
 - 1 Manage personal data to maintain privacy and to demonstrate an understanding that data-collection technology is used to track their navigation online. **4.ET.DC.4.1**
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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. **4.ET.ID.1**
 - 1 Plan and implement a design process to a given problem and share your results with an authentic audience. **4.ET.ID.1.1**
 - 2 Students persevere when researching and solving open-ended problems and use trial-and-error strategies to test and refine prototypes. **4.ET.ID.2**
 - 1 Research and solve open-ended problems. **4.ET.ID.2.1**
 - 2 Develop, test and refine prototypes as part of a cyclical design process. **4.ET.ID.2.2**
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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. **4.ET.CC.1**
 - 1 Construct a digital product with different platforms to communicate with others. **4.ET.CC.1.1**
 - 2 Students create original artifacts or responsibly remix or repurpose existing digital resources. **4.ET.CC.2**
 - 1 Create original digital works using multiple platforms. **4.ET.CC.2.1**
 - 2 Identify and discuss laws and rules that apply to digital content and information. **4.ET.CC.2.2**
 - 3 Students select the appropriate medium and communicate clear, complex ideas through the use of visualizations for an intended audience. **4.ET.CC.3**
 - 1 Generate, develop and communicate design ideas and decisions using appropriate terms and graphical representations based on the audience. **4.ET.CC.3.1**
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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. **4.ET.GC.1**
 - 1 Use digital tools to work collaboratively with friends and people of diverse backgrounds to examine local, national, and global issues. **4.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. **4.ET.GC.2**
 - 1 Perform a variety of roles within a collaborative team to complete a project or solve a problem. **4.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. **4.ET.KC.1**
 - 1 Use appropriate search techniques, digital learning tools and resources to effectively locate a variety of information **4.ET.KC.1.1**
- 2 Students learn how to evaluate sources for currency, authority, accuracy, perspective and relevance. **4.ET.KC.2**
 - 1 Evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources. **4.ET.KC.2.1**
- 3 Students use a variety of strategies and digital tools to organize information and make meaningful connections. **4.ET.KC.3**
 - 1 Organize information from digital resources using a variety of tools and strategies to make meaningful learning experiences. **4.ET.KC.3.1**
- 4 Students use digital tools to explore real world problems and issues and pursue potential solutions. **4.ET.KC.4**
 - 1 Use and analyze digital tools to explore global issues and research potential solutions. **4.ET.KC.4.1**