

Grade 4

Adopted 2015

Research and Digital Literacy

1: Students use technology to locate, organize, evaluate and analyze information. ET.RL.1

1. Define key details needed to refine a search in a database. 4.ET.RL.1.1
2. Determine where and when to cite a digital source of information. 4.ET.RL.1.2

2: Students determine the reliability and relevancy of information. ET.RL.2

1. Identify the reliability and relevancy of a source. 4.ET.RL.2.1

Critical Thinking, Problem-Solving and Decision-Making

1: Students analyze the relationship of technology in careers, communities, and society. ET.CT.1

1. Identify the role of technology in a community and society. 4.ET.CT.1.1

2: Students demonstrate the design process through problem solving. ET.CT.2

1. Create solutions to a given problem using a design process. 4.ET.CT.2.1

3: Students evaluate and select technology tools based on the specific tasks. ET.CT.3

1. Explain how technology tools evolve through innovation (a new method, idea, or product). 4.ET.CT.3.1

Digital Citizenship

1: Students analyze the safe, ethical, legal, and societal issues related to technology. ET.DC.1

1. Compare and contrast consequences of illegal and unethical technology use. 4.ET.DC.1.1
2. Practice safety precautions while online. 4.ET.DC.1.2
4. Identify the emotional impact of bullying and cyberbullying. 4.ET.DC.1.4

Technology Operations and Concepts

1: Students interpret the history and progression of technology. ET.OC.1

1. Identify how the progression of technology has affected society. 4.ET.OC.1.1
2. Demonstrate how the progression of technology affects history. 4.ET.OC.1.2

2: Students analyze the parts of a technological system. ET.OC.2

1. Analyze the effects of feedback with the technological systems model. 4.ET.OC.2.1

3: Students demonstrate skills in utilizing technological systems. ET.OC.3

1. Implement grade-level appropriate technology vocabulary. 4.ET.OC.3.1
 2. Demonstrate proper use of input and/or output devices and other peripherals. 4.ET.OC.3.2
 3. Demonstrate how to manage and maintain files and folders. 4.ET.OC.3.3
 4. Demonstrate the use of keyboard shortcuts and application menus. 4.ET.OC.3.4
 5. Use device-appropriate techniques (such as touch typing for traditional keyboard; thumb typing on personal device, etc.) to compose 1 page in a single sitting. 4.ET.OC.3.5
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Creativity and Innovation

1: Students use technology to generate ideas and promote creativity. ET.CI.1

1. Design an innovative project in word processing, publishing, spreadsheet, or presentation applications with teacher guidance. 4.ET.CI.1.1
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Communication and Collaboration

1: Students use technology to communicate with others. ET.CC.1

1. Select the best way to deliver information and ideas based on the audience. 4.ET.CC.1.1
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2: Students use technology to collaborate for an identified purpose. ET.CC.2

1. Collaborate with others to construct a digital product. 4.ET.CC.2.1