

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**