21st Century Learning Educational Technology Standard
Catalina Foothills School District
Grade 4

A 21st Century Learning Community

	1. CREATIVITY AND INNOVATION
	• KNOWLEDGE AND IDEAS
	• MODELS AND SIMULATIONS
	• TRENDS AND POSSIBILITIES
	• ORIGINAL WORKS
ET4.1.1	Evaluates information to generate ideas and processes.
ET4.1.2	Recognizes and explains relevant interdependent elements of a digital model or simulation.
ET4.1.3	Explores and experiments with system variables using models or simulations.
ET4.1.4	Transfers understanding of how one system operates by comparing it to another system.
ET4.1.5	Identifies patterns and trends to generate questions and draw conclusions.
ET4.1.6	Analyzes information using digital creativity tools to create original works and express ideas.
ET4.1.7	Uses digital collaborative tools to analyze information to produce original works and express ideas.
	2. COMMUNICATION AND COLLABORATION
	• EFFECTIVE COMMUNICATION AND DIGITAL INTERACTIONS
	• DIGITAL SOLUTIONS
	• GLOBAL CONNECTIONS
ET4.2.1	Communicates digitally with others by selecting and using a variety of appropriate communication tools.
ET4.2.2	Explains safety and etiquette guidelines of digital environments and demonstrate that knowledge while communicating with intended audiences.
ET4.2.3	Contributes to a cooperative learning project and demonstrate effective group behaviors while using digital collaborative resources.
ET4.2.4	Identifies challenges and digital strategies as a class to effectively communicate with other cultures.
	3. RESEARCH AND INFORMATION LITERACY
	• PLANNING
	• PROCESSING
ET4.3.1	Determines key words for use in information searches.
ET4.3.2	Predicts which information sources will provide the desired data.
ET4.3.3	Uses multiple search strategies to locate information.
ET4.3.4	Selects and uses primary and/or secondary sources.
ET4.3.5	Differentiates between fact and opinion, bias, and inaccurate information.
ET4.3.6	Uses appropriate digital tools to synthesize research information and to develop new ideas.
ET4.3.7	Follows copyright laws when using text, images, videos and/or other sources and obtain permission to use the work of others, and cite resources appropriately.
	4. CRITICAL THINKING, PROBLEM SOLVING AND DECISION MAKING
	• INVESTIGATION
	• EXPLORING SOLUTIONS
ET4.4.1	Identifies an authentic issue and collaborate as a class to define an essential question* using digital tools and resources. *Select essential questions which are rich inquiry based questions that provide higher-order challenges and creative problem-solving opportunities. This could focus on a class investigation about a community problem that is identified through various digital resources and planning tools.

ET4.4.2	Manages a learning project using digital planning tools to develop solutions.
ET4.4.3	Generates alternative solutions using collected resources and data.

5. DIGITAL CITIZENSHIP
- **SAFETY AND ETHICS**
- **LEADERSHIP FOR DIGITAL CITIZENSHIP**
- **IMPACT OF TECHNOLOGY**

ET4.5.1	Explains when and why it is appropriate to use a personal digital device.
ET4.5.2	Describes cyber-bullying and strategies to deal with such a situation.
ET4.5.3	Identifies and articulates rules for the use of digital tools as defined by school board policy and procedures.
ET4.5.4	Recognizes and describes the potential risks and dangers associated with various forms of online communications.
ET4.5.5	Recognizes and describes the advantages and risks of making a personal spending choice online.
ET4.5.6	Articulates how to respect the privacy of others' information and digital workspace.
ET4.5.7	Provides examples of technologies that might be used to solve a specific economic, environmental, health, political, scientific, or social problem

6. TECHNOLOGY OPERATIONS AND CONCEPTS
- **UNDERSTANDING**
- **APPLICATIONS**
- **PROBLEM SOLVING**
- **TRANSFER OF KNOWLEDGE**

ET4.6.1	Describes the various technical system terms.
ET4.6.2	Defines and applies knowledge of various technical process terms.
ET4.6.3	Chooses technology applications for a given activity/project.
ET4.6.4	Demonstrates knowledge of ergonomics and electrical safety when using computers.
ET4.6.5	Identifies physical risks of using digital technology.
ET4.6.6	Demonstrates speed and accuracy in use of keyboard and data entry tools with at least 10 wpm and 80% accuracy.
ET4.6.7	Composes a document that applies intermediate formatting.
ET4.6.8	Uses a spreadsheet to record, organize, and graph information.
ET4.6.9	Performs simple searches of existing databases.
ET4.6.10	Creates multimedia presentations with multiple pages, audio, and transitions for individual assignments.
ET4.6.11	Downloads, stores, and accurately cites web resources.
ET4.6.12	Explains the uses of and the means by which computers are networked.
ET4.6.13	Uses the help function within software and hardware to troubleshoot issues and problems.
ET4.6.14	Transfers understanding of current input/output devices and symbols and icons to learning new technologies.