# 21st Century Learning Educational Technology Standard
## Catalina Foothills School District
## Grade 3

A 21st Century Learning Community

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| **1. CREATIVITY AND INNOVATION** <br> • KNOWLEDGE AND IDEAS <br> • MODELS AND SIMULATIONS <br> • TRENDS AND POSSIBILITIES <br> • ORIGINAL WORKS | |
| ET3.1.1 | Evaluates information to generate ideas and processes. |
| ET3.1.2 | Recognizes and explains relevant interdependent elements of a digital model or simulation. |
| ET3.1.3 | Identifies and describes how aspects of a situation change using models or simulations. |
| ET3.1.4 | Transfers understanding of how one system operates by comparing it to another system. |
| ET3.1.5 | Examines patterns and identifies trends to generate questions. |
| ET3.1.6 | Uses digital creativity tools to create original works. |
| ET3.1.7 | Uses digital collaborative tools to analyze information to produce original works. |
| **2. COMMUNICATION AND COLLABORATION** <br> • EFFECTIVE COMMUNICATION AND DIGITAL INTERACTIONS <br> • DIGITAL SOLUTIONS <br> • GLOBAL CONNECTIONS | |
| ET3.2.1 | Communicates digitally with others by selecting and using a variety of appropriate communication tools. |
| ET3.2.2 | Identifies and demonstrates safe and appropriate behavior when using digital environments to communicate with others. |
| ET3.2.3 | Contributes to a cooperative learning project and demonstrate effective group behaviors while using digital collaborative resources. |
| ET3.2.4 | Identifies challenges and digital strategies as a class to effectively communicate with other cultures. |
| **3. RESEARCH AND INFORMATION LITERACY** <br> • PLANNING <br> • PROCESSING | |
| ET3.3.1 | Determines key words for use in information searches. |
| ET3.3.2 | Differentiates types of information and online sources. |
| ET3.3.3 | Conducts a search using keywords to narrow or broaden a search. |
| ET3.3.4 | Selects and uses primary and/or secondary sources. |
| ET3.3.5 | Differentiates between facts and opinions and inaccurate information. |
| ET3.3.6 | Organizes information into major topics and create a list of ideas. |
| ET3.3.7 | Follows copyright laws when using text and media, obtain permission to use the work of others, and cite resources appropriately. |
| **4. CRITICAL THINKING, PROBLEM SOLVING AND DECISION MAKING** <br> • INVESTIGATION <br> • EXPLORING SOLUTIONS | |
| ET3.4.1 | Identifies an authentic issue and collaborate as a class to define an **essential question**\* using digital tools and resources. <br> *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.* |
| ET3.4.2 | Manages a learning project using digital planning tools to develop solutions. |
| ET3.4.3 | Generates alternative solutions using collected resources and data. |

| 5. DIGITAL CITIZENSHIP<br>• SAFETY AND ETHICS<br>• LEADERSHIP FOR DIGITAL CITIZENSHIP<br>• IMPACT OF TECHNOLOGY | |
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| ET3.5.1 | Explains when and why it is appropriate to use a personal digital device. |
| ET3.5.2 | Describes cyber-bullying and describe strategies to deal with such a situation. |
| ET3.5.3 | Identifies and articulates rules for the use of digital tools as defined by school board policy and procedures. |
| ET3.5.4 | Identifies and discusses why it is important not to provide personal information in online communication. |
| ET3.5.5 | Explains the importance of respecting the privacy of others' information and digital workspace. |
| ET3.5.6 | Compares how past and present cultures used technology to improve their lives. |
| 6. TECHNOLOGY OPERATIONS AND CONCEPTS<br>• UNDERSTANDING<br>• APPLICATIONS<br>• PROBLEM SOLVING<br>• TRANSFER OF KNOWLEDGE | |
| ET3.6.1 | Defines and labels various technical system terms. |
| ET3.6.2 | Defines and applies knowledge of various technical process terms. |
| ET3.6.3 | Chooses technology applications for a given activity/project. |
| ET3.6.4 | Demonstrates knowledge of ergonomics and electrical safety when using computers. |
| ET3.6.5 | Identifies physical risks of using digital technology. |
| ET3.6.6 | Demonstrates speed and accuracy in use of keyboard and data entry tools with at least 5 wpm and 80% accuracy. |
| ET3.6.7 | Composes a document that applies intermediate formatting. |
| ET3.6.8 | Uses spreadsheets to organize and sort data. |
| ET3.6.9 | Defines the term "database" and provide examples from everyday life. |
| ET3.6.10 | Plans, create, and edits multimedia presentation. |
| ET3.6.11 | Identifies components and modules on a web page. |
| ET3.6.12 | Demonstrates appropriate use of login procedures and network printing. |
| ET3.6.13 | Identifies and applies successful troubleshooting strategies for minor hardware and software issues/problems. |
| ET3.6.14 | Transfers understanding of current input/output devices and symbols and icons to learning new technologies. |