Diocese of Greensburg Curriculum
Technology Grade 3

Unit	Standards	Content	Skills
Digital Citizenship	**ISTE: Educational Technology (2016)** **All Grades** **2. 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. Students:** a. cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world. b. engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices. c. demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property. d. manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online. **2016 ISTE Standards** Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.	Terms: • Digital Citizen • Upstander • Bystander • Cyberbully • Social Media • Personal Information	The students will be able to: • Demonstrate respectful behaviors online in line with Catholic beliefs • Apply rules of good digital citizenship • Distinguish between being a bystander and an upstander • Identify personal and public information

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Basic Computer Skills and Keyboarding	**ISTE: Educational Technology (2016)** **All Grades** **1. 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. Students:** c. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. d. understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies. **2016 ISTE Standards** Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.	Terms: • Input • Output • Monitor • Tower • Keyboard • Mouse • Apps • Icons • Files/Folder • Save/Save As • Print • Desktop • Keyboarding Skills	The students will be able to: • Identify input and output devices and their uses • Identify parts of the computer • Create and manage files and folders • Use the keyboard • Troubleshoot minor problems they encounter
Word Processing	**ISTE: Educational Technology (2016)** **All Grades** **6. 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. Students:** a. choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication. b. create original works or responsibly repurpose or remix digital resources into new creations. c. communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.	Terms: • Ribbons • Tabs • Groups • Keyboard Shortcuts • Copy • Paste • Shift • Spacebar • Enter • Backspace • Right Click • Highlight • Insert • Print	The students will be able to: • Enter text into a document • Change font size, style, and color • Delete and edit text • Employ keyboard shortcuts • Insert images into documents • Save assignments

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	d. publish or present content that customizes the message and medium for their intended audiences. **2016 ISTE Standards** Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.		
Web Accounts	**ISTE: Educational Technology (2016)** **All Grades** **1. 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. Students:** d. understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies. **2. 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. Students:** d. manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online. **2016 ISTE Standards** Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.	Terms: - Password - Login - Username - Account - Applications - Cloud Storage	The students will be able to: - Store and manage passwords and login - Navigate to applications and accounts

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Coding	**ISTE: Educational Technology (2016)** **All Grades** **1. 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. Students:** c. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. **5. Computational Thinker** **Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions. Students:** a. formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions. **2016 ISTE Standards** Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.	Terms: • Code Blocks • Repeat • Loop • Functions • Algorithm • Debugging • Sequence	The students will be able to: • Design a code • Debug a code • Loop a code • Use algorithms

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Spreadsheets	**ISTE: Educational Technology (2016)** **All Grades** **1. 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. Students:** c. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. d. understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies. **5. Computational Thinker** **Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions. Students:** b. collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making. **2016 ISTE Standards** Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.	Terms: - Cells - Columns - Rows - Ribbons - Functions - Tabs - Groups - Keyboard Shortcuts - Enter - Backspace - Right Click - Highlight - Insert - Sum - Sort	The student will be able to: - Identify and manipulate columns and rows - Insert graphs - Enter text into a cell - Delete and edit text - Employ keyboard shortcuts - Use functions

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Research	**ISTE: Educational Technology (2016)** **All Grades** **3. 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. Students:** a. plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits. **2016 ISTE Standards** Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.	Terms: - Address Bar - Web Browser - Search Engine - Forward/Backward Arrows - Search Results - Copyright	The students will be able to: - Enter website address into address bar - Identify and use child friendly search engines - Navigate using back and forward arrows - Determine most applicable search results - Identify and utilize favorites/bookmarks
Digital Design	**ISTE: Educational Technology (2016)** **All Grades** **1. 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. Students:** c. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. **6. 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. Students:** b. create original works or responsibly repurpose or remix digital resources into new creations. **2016 ISTE Standards** Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.	Terms: - Paint Program - Consider Audience	The students will be able to: - Identify, access, and open a design program - Select and use online paint tools - Create a graphic

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Presentations	**ISTE: Educational Technology (2016)** <u>**All Grades**</u> **6. 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. Students:** a. choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication. b. create original works or responsibly repurpose or remix digital resources into new creations. c. communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations. d. publish or present content that customizes the message and medium for their intended audiences. **2016 ISTE Standards** Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.	Terms: • Ribbons • Tabs • Groups • Keyboard Shortcuts • Shift • Spacebar • Enter • Backspace • Right Click • Highlight • Insert	The students will be able to: • Enter text into a presentation tool • Change font size, style, and color • Delete and edit text • Employ keyboard shortcuts • Insert images into presentations