

Diocese of Greensburg Curriculum Technology Grade 5

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:	 Digital citizen Upstander Bystander Cyberbully Social media Personal information Media balance 	 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. Make a plan to balance media
	 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. 		use.
	 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. 		
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Unit	Standards	Content	Skills
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.	 Password Login Username Account Applications File management/Cloud storage 	 Store and manage passwords and logins. Navigate to applications and accounts. Manage and organize files and accounts. Use appropriate tools correctly.

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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.	 Input Output Apps Icons Files/Folder Troubleshoot Cloud 	 Use input and output devices correctly. Create and manage files and folders. Troubleshoot minor problems that they may 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	 Ribbons Tabs Groups Keyboard shortcuts Highlight Insert Copy Paste Format Save/Save as 	 Enter text into a document. Change font size, style, and color. Delete and edit text. Employ keyboard shortcuts. Insert and manipulate images in documents.

Unit	Standards	Content	Skills
	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.		
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.	 Address bar Web browser Search engine Forward/Backward arrows Search results Keywords Sources Copyright Plagiarism Favorite Bookmarks 	 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. Cite sources and images. Avoid plagiarism by writing information in their own words.

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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. 4. Innovative Designer Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions. Students: a. know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems. 2016 ISTE Standards Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.	 Code blocks Repeat Loop Functions Algorithm Debugging Troubleshooting Sequence Conditionals Condition 	 Design a code. Debug a code. Loop a code. Use algorithms. Sequence and break down commands. Use conditionals appropriately.

Unit	Standards	Content	Skills
Presentations	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. 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.	 Ribbons Tabs Groups Keyboard shortcuts Highlight Insert Transition Animation Background Design Format Theme 	Employ keyboard shortcuts. Insert and manipulate images, video, and data in presentations. Design and format a presentation using a presentation tool. Organize content in a presentation. Use animations and transitions appropriately and moderately.

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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: d. understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions. 2016 ISTE Standards Students 2016 ISTE Standards for Students, ©2016, ISTE® (International Society for Technology in Education), iste.org. All rights reserved.	 Cells Columns Rows Ribbons Functions Tabs Groups Keyboard shortcuts Highlight Insert Sum Sort Formula Format Values label Chart Graph Data Spreadsheet Calculate 	The student will be able to: Insert, label, and create graphs. Delete and edit text and numbers within cell. Employ keyboard shortcuts. Use functions. Perform calculations using formulas and mathematical symbols.

Unit	Standards	Content	Skills
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.	 Multimedia Appropriate Audience Voice Topic Purpose Content 	 Consider their audience when using digital design. Use appropriate listening and presentation skills. Plan and deliver a multimedia presentation that is appropriate to the purpose, topic, and content. Choose the appropriate tool for the task.

