## Digital Citizenship Curriculum - Standards Alignment



Digital Citizenship Curriculum	Lessons 3-5															
International Society for Technology in Education  International Society for Technology in Education	Cyberbullying	Copyright	Digital Footprint	Reliable Information	Data Connectivity	Digital Citizen's Basic Skills	Selecting Correct Device	Selecting Correct Software	Office Software	Troubleshooting	Digital Progress	Critical Thinking †	Data ⁺	Data collection tools †	Basics of Al ⁺	CodeMonkey Curriculum
Empowered Learner: Students leverage technology to take an activisciences. Students:	e role ir	n choosi	ng, ach	ieving, aı	nd dem	onstratii	ng comp	etency	in their I	earning	goals, i	nformed	d by the	learning		
a. Articulate and set personal learning goals, develop strategies leveraging technology to achieve them, and reflect on the learning process itself to improve learning outcomes.																
<b>b.</b> Build networks and customize their learning environments in ways that support the learning process.																
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.					•	•	•	•	•	•	•					
<b>2. Digital Citizen:</b> Students recognize the rights, responsibilities, and that are safe, legal and ethical. Students:	opport	unities	of living	, learnin	g, and \	working	in an in	terconn	ected di	gital wo	orld, and	d they a	ct and m	nodel in	ways	
a. Manage their digital identity and understand the lasting impact of their online behaviors on themselves and others and make safe, legal and ethical decisions in the digital world.	•	•	•			•										
<b>b.</b> Demonstrate empathetic, inclusive interactions online and use technology to responsibly contribute to their communities.	•	•	•	•		•										
c. Safeguard their well-being by being intentional about what they do online and how much time they spend online.						•					•					
<b>d.</b> Take action to protect their digital privacy on devices and manage their personal data and security while online.			•	•		•										
3. Knowledge Constructor: Students critically curate a variety of resc experiences for themselves and others. Students:  Output  Description:	ources (	using di	gital too	ols to cor	nstruct	knowled	lge, pro	duce cr	eative a	rtifacts,	and ma	ıke mea	ningful l	earning		
Use effective research strategies to find resources that support their learning needs, personal interests and creative pursuits.				•**					•							
<b>b.</b> Evaluate the accuracy, validity, bias, origin, and relevance of digital content.		•	•	•		•			•							

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c. Curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.							•									
d. Build knowledge by actively exploring real-world issues and problems, developing ideas and theories, and pursuing answers and solutions.		•	•	•**	•	•**					•					
4. Innovative Designer: 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. Know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts, or solving authentic problems.																
<b>b.</b> Select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.																
c. Develop, test, and refine prototypes as part of a cyclical design process																
<b>d.</b> Exhibit a tolerance for ambiguity, perseverance, and the capacity to work with openended problems.																
5. Computational Thinker: Students develop and employ strategies and test solutions. Students:	for und	erstand	ing and	solving	proble	ms in wa	nys that	leverage	e the po	wer of t	echnolo	ogical m	ethods	to deve	lop	
<ul> <li>a. Formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models, and algorithmic thinking in exploring and finding solutions</li> </ul>																•**
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									•							
c. Break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving																•**
d. Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.																•**

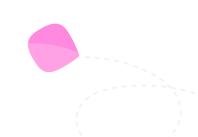
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6. Creative Communicator: Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats, and digital media appropriate to their goals. Students:																
a. Choose the appropriate 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. Use digital tools to visually communicate complex ideas to others.									•							
<b>d.</b> Publish or present content that customizes the message and medium for their intended audiences.			•**			•			•							
<b>7. Global Collaborator:</b> Students use digital tools to broaden their peglobally. Students:	erspectiv	ves and	enrich	their lea	rning b	y collabo	orating v	with oth	ers and	working	g effecti	vely in t	eams lo	cally and	d	
a. Use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.				•**												
<b>b.</b> Use collaborative technologies to work with others, including peers, experts, or community members, to examine issues and problems from multiple viewpoints.				•**												
<b>c.</b> Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.							•**									
<b>d.</b> Explore local and global issues and use collaborative technologies to work with others to investigate solutions.						•										



<sup>\*</sup> Standard aligned in grade 5 material



<sup>\*\*</sup> Standard aligned using offline materials

<sup>&</sup>lt;sup>†</sup> To be released in Spring 2025

<sup>\*\*</sup> CodeMonkey sold separately for current customers