



Digital Citizenship Curriculum		Lessons 3-5															
 International Society for Technology in Education	International Society for Technology in Education <b>Grades 3-5</b>	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 <sup>+</sup>	Data <sup>+</sup>	Data collection tools <sup>+</sup>	Basics of AI <sup>+</sup>	CodeMonkey Curriculum
<b>1. Empowered Learner:</b> Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals, informed by the learning sciences. Students:																	
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. 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.	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	• <sup>++</sup>
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 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. 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. 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.						•					•						
d. Take action to protect their digital privacy on devices and manage their personal data and security while online.			•	•		•											
<b>3. Knowledge Constructor:</b> 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. Use effective research strategies to find resources that support their learning needs, personal interests and creative pursuits.				• <sup>**</sup>						•							
b. Evaluate the accuracy, validity, bias, origin, and relevance of digital content.		•	•	•		•				•							

[illegible]

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<b>6. Creative Communicator:</b> 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.									•							
d. 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 perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally. Students:																
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. Use collaborative technologies to work with others, including peers, experts, or community members, to examine issues and problems from multiple viewpoints.				•**												
c. Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.							•**									
d. Explore local and global issues and use collaborative technologies to work with others to investigate solutions.						•										

\* Standard aligned in grade 5 material

\*\* Standard aligned using offline materials

<sup>†</sup> To be released in Spring 2025

<sup>††</sup> CodeMonkey sold separately for current customers