Ohio's Learning Standards for Technology - Grades 3-5

Taito LEARNING

Department of Education & Workforce

Ohio's Learning Standards for Technology	Descriptive Statement	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 AI †	CodeMonkey Coding Curriculum
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.																	
3-5.EL.1.a.	Students develop learning goals in collaboration with an educator, select the technology tools to achieve them, and reflect on and revise the learning process as needed to achieve goals.																
3-5.EL.1.b.	With the oversight and support of an educator, students build a network of experts and peers within school policy and customize their environments to enhance their learning.																
3-5.EL.1.c.	Students seek feedback from both people and features embedded in digital tools and use age-appropriate technology to share learning.		•**	•**	•**		•**				•**						
3-5.EL.1.d.	Students explore age-appropriate technologies and begin to transfer their learning to different tools or learning environments.						•	•	•	•							
2. Digital Citizen																	
Students recognize the responsibilities and opportunities for contributing to their digital communities, including making safe, legal, and ethical decisions using Artificial Intelligence.																	
3-5.DC.2.a.	Students demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of their decisions when interacting online.	•	•	•	•		•										
3-5.DC.2.b.	Students practice and encourage others in safe, legal, and ethical behavior when using technology and interacting online, with guidance from an educator.	•	•	•	•		•										

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3-5.DC.2.c.	Students learn about, demonstrate, and encourage respect for intellectual property with both print and digital media when using and sharing the work of others.		•				•*										
3-5.DC.2.d.	Students demonstrate an understanding of what personal data is, how to keep it private, and how it might be shared online.			•	•		•										
3. Knowledge Constructor																	
Students critically curate a variety of resources using digital tools, such as Artificial Intelligence chatbots, to construct knowledge, produce creative artifacts, and make meaningful learning experiences for themselves and others.																	
3-5.KC.3.a.	Students collaborate with a teacher to employ appropriate research techniques to locate digital resources that will help them in their learning process.				•**												
3-5.KC.3.b.	Students learn how to evaluate sources for accuracy, perspective, credibility, and relevance.		•	•	•		•										
3-5.KC.3.c.	Using a variety of strategies, students organize information and make meaningful connections between resources.							•									
3-5.KC.3.d.	Students explore real-world problems and issues and collaborate with others to find answers or solutions.		•**	•**	•**		•**					•**					

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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.																	
3-5.ID.4.a.	Students explore and practice how a design process works to generate ideas, consider solutions, plan to solve a problem, or create innovative products that are shared with others.																
3-5.ID.4.b.	Students use digital and non-digital tools to plan and manage a design process.																
3-5.ID.4.c.	Students engage in a cyclical design process to develop prototypes and reflect on the role that trial and error plays.																
3-5.ID.4.d.	Students demonstrate perseverance when working with open-ended problems.		•**														
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.																	
3-5.CT.5.a.	Students explore or solve problems by selecting technology for data analysis, modeling, and algorithmic thinking, with guidance from an educator.														•†		•††
3-5.ID.5.b.	Students select effective technology to represent data.									•							
3-5.CT.5.a.	3-5.ID.5.c. Students break down problems into smaller parts, identify key information, and propose solutions.																•††
3-5.ID.5.b.	Students select effective technology to represent data.																•††

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6. Creative Communicator																	
Students communicate clearly and express themselves creatively for a variety of purposes, such as AI prompt engineering, using platforms, tools, styles, formats, and digital media appropriate to their goals.																	
3-5.CC.6.a.	Students recognize and utilize the features and functions of a variety of creation or communication tools.				•		•	•	•	•							
3-5.CC.6.b.	Students create original works and learn strategies for remixing or repurposing to create new artifacts.		•**					•		•							
3-5.CC.6.c.	Students create digital artifacts to communicate ideas visually and graphically.									•							
3-5.CC.6.d.	Students learn about audiences and consider their expected audience when creating digital artifacts and presentations.			•**			•			•							
7. Global Collaborator																	
Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.																	
3-5.GC.7.a.	Students use digital tools to work with friends and people from different backgrounds or cultures.						•										
3-5.GC.7.b.	Students use collaborative technologies to connect with others, including peers, experts, and community members, to explore different points of view on various topics.				•**												
3-5.GC.7.c.	Students perform a variety of roles within a team using age-appropriate technology to complete a project or solve a problem.							•**									
3-5.GC.7.d.	Students work with others using collaborative technologies to explore local and global issues.						•**										

* Standard aligned in grade 5 material ** Standard aligned using offline materials † To be released in Spring 2025 †† CodeMonkey Coding Curriculum sold separately for current customers