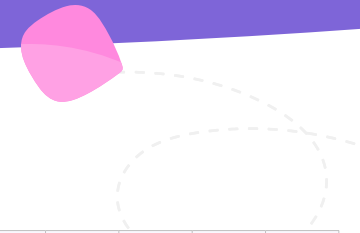
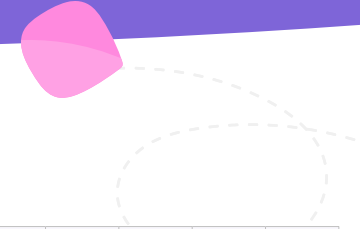
[illegible]



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
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.		•**	•**	•**		•**					•**					

[illegible]



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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.						•**										