



AASL Standards Framework for Learners Grades 3-5	Concept	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 & Visualization	Basics of AI ⁺
I. INQUIRE - Build new knowledge by inquiring, thinking critically, identifying problems, and developing strategies for solving problems																
A. THINK - Learners display curiosity and initiative by:																
I. A. 1.	Formulating questions about a personal interest or a curricular topic.	•*	•*		•*		•*						•*	•*	•*	
I. A. 2.	Recalling prior and background knowledge as context for new meaning.	•*	•*	•*		•*	•*	•*	•*				•*	•*	•*	
B. CREATE - Learners engage with new knowledge by following a process that includes:																
I. B. 1.	Using evidence to investigate questions.			•	•					•					•	
I. B. 2.	Devising and implementing a plan to fill knowledge gaps.			•	•											
I. B. 3.	Generating products that illustrate learning.	•*		•*		•*	•*		•*	•*		•*		•*	•*	•*
C. SHARE - Learners adapt, communicate, and exchange learning products with others in a cycle that includes:																
I. C. 1.	Interacting with content presented by others.	•*	•*	•*					•*				•*			
I. C. 2.	Providing constructive feedback.															
I. C. 3.	Acting on feedback to improve.															
I. C. 4.	Sharing products with an authentic audience.		•*	•*					•*	•*						



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C. SHARE - Learners exhibit empathy with and tolerance for diverse ideas by:																
II. C. 1.	Engaging in informed conversation and active debate.	●*		●*			●*	●*				●*				
II. C. 2.	Contributing to discussions in which multiple viewpoints on a topic are expressed.	●*	●*	●*	●*		●*	●*				●*	●*			
D. GROW - Learners demonstrate empathy and equity in knowledge building within the global learning community by:																
II. D. 1.	Seeking interactions with a range of learners.															
II. D. 2.	Demonstrating interest in other perspectives during learning activities.															
II. D. 3.	Reflecting on their own place within the global learning community.															
III. COLLABORATE - Work effectively with others to broaden perspectives and work toward common goals																
A. THINK - Learners identify collaborative opportunities by:																
III. A. 1.	Demonstrating their desire to broaden and deepen understandings.															
III. A. 2.	Developing new understandings through engagement in a learning group.	●*	●*	●*			●*	●*	●*			●*		●*		
III. A. 3.	Deciding to solve problems informed by group interaction.	●*	●*	●*			●*		●*			●*				
B. CREATE - Learners participate in personal, social, and intellectual networks by:																
III. B. 1.	Using a variety of communication tools and resources.						●	●*			●					
III. B. 2.	Establishing connections with other learners to build on their own prior knowledge and create new knowledge.	●*	●*	●*	●*	●*	●*	●*	●*		●*	●*		●*	●*	



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C. SHARE - Learners work productively with others to solve problems by:																
III. C. 1.	Soliciting and responding to feedback from others.															
III. C. 2.	Involving diverse perspectives in their own inquiry processes.											•*				
D. GROW - Learners actively participate with others in learning situations by:																
III. D. 1	Actively contributing to group discussions.	•*	•*	•*	•*		•*	•*			•*	•*		•*		
III. D. 2	Recognizing learning as a social responsibility.															
IV. CURATE - Make meaning for oneself and others by collecting, organizing, and sharing resources of personal relevance.																
A. THINK - Learners act on an information need by:																
IV. A. 1.	Determining the need to gather information.		•	•	•					•			•		•	
IV. A. 2.	Identifying possible sources of information.			•	•								•			
IV. A. 3.	Making critical choices about information sources to use.												•			
IV. A. 4.	Organizing information by priority, topic, or other systematic scheme.													•	•	
B. CREATE - Learners gather information appropriate to the task by:																
IV. B. 1.	Seeking a variety of sources.				•								•			
IV. B. 2.	Collecting information representing diverse perspectives.				•*							•*				
IV. B. 3.	Systematically questioning and assessing the validity and accuracy of information.				•								•			
IV. B. 4	Organizing information by priority, topic, or other systematic scheme.													•	•	



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V. B. 2.	Persisting through self-directed pursuits by tinkering and making.															
C. SHARE - Learners engage with the learning community by:																
V. C. 1.	Expressing curiosity about a topic of personal interest or curricular relevance.															
V. C. 2.	Co-constructing innovative means of investigation.															
V. C. 3.	Collaboratively identifying innovative solutions to a challenge or problem.							•*								
D. GROW - Learners develop through experience and reflection by:																
V. D. 1.	Iteratively responding to challenges.															•*
V. D. 2.	Recognizing capabilities and skills that can be developed, improved, and expanded.								•*	•						
V. D. 3.	Open-mindedly accepting feedback for positive and constructive growth.															
VI. ENGAGE - Demonstrate safe, legal, and ethical creating and sharing of knowledge products independently while engaging in a community of practice and an interconnected world.																
A. THINK - Learners follow ethical and legal guidelines for gathering and using information by:																
VI. A. 1.	Responsibly applying information, technology, and media to learning.	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
VI. A. 2.	Understanding the ethical use of information, technology, and media.	•	•	•	•		•				•	•				
VI. A. 3.	Evaluating information for accuracy, validity, social and cultural context, and appropriateness for need.				•		•						•			



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B. CREATE - Learners use valid information and reasoned conclusions to make ethical decisions in the creation of knowledge by:																
VI. B. 1.	Ethically using and reproducing others' work.		•													
VI. B. 2.	Acknowledging authorship and demonstrating respect for the intellectual property of others.		•				•**									
VI. B. 3.	Including elements in personal-knowledge products that allow others to credit content appropriately.		•													
C. SHARE - Learners responsibly, ethically, and legally share new information with a global community by:																
VI. C. 1.	Sharing information resources in accordance with modification, reuse, and remix policies.		•													
VI. C. 2.	Disseminating new knowledge through means appropriate for the intended audience.															
D. GROW - Learners engage with information to extend personal learning by:																
VI. D. 1.	Personalizing their use of information and information technologies.								•					•		
VI. D. 2.	Reflecting on the process of ethical generation of knowledge.		•*	•	•*		•									
VI. D. 3.	Inspiring others to engage in safe, responsible, ethical, and legal information behaviors.		•	•	•		•									

* Standard aligned using offline materials

** Standard aligned in Grade 5 lesson