

## Strands:

**Communication and Collaboration:** Student use digital media and environments to communicate and work collaboratively including at a distance, to support individual learning and contribute to the learning of others.

**Research and Information fluency:** Students apply digital tools to gather, evaluate, and use information.

**Critical thinking, problem solving, and decision making:** Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.

Technology Year long planning 2nd Grade

Quarter 1	Quarter 2
<p>Technology Operations and Concepts: Students demonstrate a sound understanding of technology concepts, systems, and operations.</p> <p>02-TOC.01.00.0 Understand and use technology systems                      02-TOC.02.00.0 Select and use applications effectively and productively                      02-TOC.03.00.0 Troubleshoot systems and applications                      02-TOC.04.00.0 Transfer current knowledge to learning of new technologies</p>	<p>Creativity and innovation: Students demonstrate creative thinking construct knowledge, and develop innovative products and processes using technology</p> <p>02-Ci.01.00.0 Apply existing knowledge to generate new ideas, products, or processes                      02-Ci.02.00.0 Create original works as a means of personal or group expression                      02-CPD.04.00.0 Use multiple processes and diverse perspectives to explore alternative solutions</p>
Quarter 3	Quarter 4
<p>02-CC.01.00.0 Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media                      02-CC.03.00.0 Develop cultural understanding and global awareness by engaging with learners of other cultures                      02-RiF.02.00.0 Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media</p>	<p>02-CC.03.00.0 Develop cultural understanding and global awareness by engaging with learners of other cultures                      02-CC.04.00.0 Contribute to project teams to produce original works or solve problems                      02-CC.04.00.0 Contribute to project teams to produce original works or solve problems                      02-CPD.02.00.0 Plan and manage activities to develop a solution or complete a project</p>

ALL YEAR

Digital Citizenship: Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.

02-DC.01.00.0	Advocate and practice safe, legal, and responsible use of information and technology consistent with our Catholic values
02-DC.02.00.0	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity
02-DC.03.00.0	Demonstrate personal responsibility for lifelong learning
02-DC.05.00.0	Develop an understanding of the cultural, historical, economic and political impact of technology on individuals and society.

Technology Year long planning 5th Grade

Quarter 1	Quarter 2
<p>Technology Operations and Concepts: Students demonstrate a sound understanding of technology concepts, systems, and operations.</p> <p>05-TOC.01.00.0 Understand and use technology systems</p> <p>05-TOC.02.00.0 Select and use applications effectively and productively</p> <p>05-TOC.03.00.0 Troubleshoot systems and applications</p> <p>05-TOC.04.00.0 Transfer current knowledge to learning of new technologies</p>	<p>Creativity and Innovation: Students demonstrate creative thinking construct knowledge, and develop innovative products and processes using technology</p> <p>02-Ci.01.00.0 Apply existing knowledge to generate new ideas, products, or processes</p> <p>02-Ci.02.00.0 Create original works as a means of personal or group expression</p> <p>02-CPD.04.00.0 Use multiple processes and diverse perspectives to explore alternative solutions</p>
Quarter 3	Quarter 4
<p>05-CC.01.00.0 Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media</p> <p>05-CC.03.00.0 Develop cultural understanding and global awareness by engaging with learners of other cultures</p> <p>05-RiF.02.00.0 Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media</p>	<p>05-CC.03.00.0 Develop cultural understanding and global awareness by engaging with learners of other cultures</p> <p>05-CC.04.00.0 Contribute to project teams to produce original works or solve problems</p> <p>05-CC.04.00.0 Contribute to project teams to produce original works or solve problems</p> <p>05-CPD.02.00.0 Plan and manage activities to develop a solution or complete a project</p>

ALL YEAR

Digital Citizenship: Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.

02-DC.01.00.0	Advocate and practice safe, legal, and responsible use of information and technology consistent with our Catholic values
02-DC.02.00.0	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity
02-DC.03.00.0	Demonstrate personal responsibility for lifelong learning
02-DC.05.00.0	Develop an understanding of the cultural, historical, economic and political impact of technology on individuals and society.