

Technology Curriculum

GRADE 3

STANDARD 1

BASIC OPERATIONS AND CONCEPTS

The student will be able to demonstrate basic operations and concepts involving computer applications, hardware, and/or software.

To meet this standard, the student will:

Benchmark 3.1.1: Use input and output devices to successfully operate technology efficiently and effectively

Indicators:

- 3.1.1.1 Locate placement of letters on keyboard (M)
- 3.1.1.2 Use special keys on keyboard (shift, tab, spacebar, return, etc.) (R)
- 3.1.1.3 Use audio and video devices as appropriate for projects with teacher supervision (R)
- 3.1.1.4 Identify keyboard, mouse, monitor, printer, drives, media, and headphones (M)
- 3.1.1.5 Demonstrate good form and accuracy in keyboarding (R)

Benchmark 3.1.2: Use a variety of technology resources for directed and independent learning

Indicator:

- 3.1.2.1 Locate and access computer and network directories (R)

Benchmark 3.1.3: Communicate about technology using appropriate and accurate terminology

Indicator:

- 3.1.3.1 Verbalize the process of using a specific application (R)

Benchmark 3.1.4: Apply strategies for identifying and solving routine hardware and software problems that occur during everyday use.

Indicator:

N/A

Key: 1 = Grade 1.1 Standard 1.1.1 Benchmark 1.1.1.1 Indicator

*I = Introductory Understanding R = Reinforcement and Development of Understanding M = Mastery of Use
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GRADE 3

STANDARD 2

SOCIAL, ETHICAL AND HUMAN ISSUES

The student will develop an understanding of ethical, cultural, and societal issues related to technology and its safe use.

To meet this standard, the student will:

Benchmark 3.2.1: Develop an understanding of ethical, cultural, and societal issues related to technology and its safe use

Indicators:

- 3.2.1.1 Show respect for privacy/ownership (R)
- 3.2.1.2 Acknowledge/reference the work of others (I)
- 3.2.1.3 Demonstrates compliance with Acceptable Use Policy (I)
- 3.2.1.4 Describe personal consequences of inappropriate use of technology and information through biblical understanding (I)

Benchmark 3.2.2: Practice responsible use of technology systems and software

Indicators:

- 3.2.2.1 Demonstrate good stewardship through proper care of equipment, software, etc. (R)
- 3.2.2.2 Recognize and respond appropriately to material or messages that are inappropriate or potentially compromise their safety (I)

Benchmark 3.2.3: Work cooperatively and collaboratively with peers when using technology in the classroom

Indicators:

- 3.2.3.1 Share ideas and skills related to technology with others (R)
- 3.2.3.2 Share resources through collaborative use of computers and other technology equipment (I)

Benchmark 3.2.4: Use developmentally appropriate resources to support learning

Indicator:

- 3.2.4.1 Demonstrate initial search strategies for finding information (I)

Benchmark 3.2.5: Demonstrate knowledge of current changes in information technologies and the effect those changes have on society

Indicator:

N/A

Key: 1. Grade 1.1 Standard 1.1.1 Benchmark 1.1.1.1 Indicator

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STANDARD 3

TECHNOLOGY PRODUCTIVITY TOOLS

The student will use technology tools to enhance learning, increase productivity, and promote creativity.

To meet this standard, the student will:

Benchmark 3.3.1: Use a variety of media, productivity tools, technology resources, and peripherals for directed and independent learning activities to support personal productivity, skill deficits, and facilitate learning throughout the curriculum

Indicators:

- 3.3.1.1 Use word processing (R)
- 3.3.1.2 Use desktop publishing (R)
- 3.3.1.3 Use databases and spreadsheets to organize and analyze information (I)
- 3.3.1.4 Use multimedia authoring to create presentations (I)
- 3.3.1.5 Use web browser (I)

Benchmark 3.3.2: Create developmentally appropriate products with support from teachers, family members, or student partners for problem solving, communication, and illustration of thoughts, ideas, and stories

Indicators:

- 3.3.2.1 Use problem-solving, logical, and critical thinking software programs (R)
- 3.3.2.2 Use word processing to create formatted documents (R)

Benchmark 3.3.3: Use content specific tools, software and simulations to support learning and research.

Indicators:

- 3.3.3.1 Demonstrate appropriate educational sites through use of a web browser (I)
- 3.3.3.2 Use an online encyclopedia to gather information (I)

Key: 1. Grade 1.1 Standard 1.1.1 Benchmark 1.1.1.1 Indicator

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GRADE 3

STANDARD 4

TECHNOLOGY COMMUNICATION TOOLS

The student will use a variety of media and formats to communicate information and ideas effectively to multiple audiences.

To meet this standard, the student will:

Benchmark 3.4.1: Gather information and communicate with others using technology, with support from teachers, family members, or student partners

Indicators:

- 3.4.1.1 Use email (teacher-directed; group/class account) (I)
- 3.4.1.2 Use web browser (basic use including hyperlinks, forward, back, home, entering URL's) (I)

Benchmark 3.4.2: Use technology tools for individual and collaborative writing, communication, and publishing activities to design, develop, and publish products for audiences inside and outside the classroom that demonstrate and communicate curriculum concepts.

Indicators:

- 3.4.2.1 Use word processing to create formatted documents (R)
- 3.4.2.2 Use desktop publishing to create text and graphics (R)
- 3.4.2.3 Use multimedia authoring to create presentations (I)
- 3.4.2.4 Use web browser independently to navigate and use educational resources on the Internet (I)
- 3.4.2.5 Use email (I)
- 3.4.2.6 Use databases and spreadsheets to organize and analyze information (I)

Benchmark 3.4.3: Use technology efficiently and effectively to access remote information and communicate with others in support of direct or independent learning.

Indicator:

- 3.4.3.1 Use email (I)

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STANDARD 5

TECHNOLOGY RESEARCH TOOLS

The student will use technology to locate, evaluate, and collect information from a variety of sources.

To meet this standard, the student will:

Benchmark 3.5.1: Use telecommunications and online resources to participate in collaborative problem-solving activities for the purpose of developing solutions or products for audiences inside and outside the classroom.

Indicator:

3.5.1.2 Use web search resources to gather relevant information (I)

Benchmark 3.5.2: Determine which technology is useful and select the appropriate tools and technology resources to address a variety of tasks and problems.

Indicator:

3.5.2.1 Discriminate between internet, email, and other technologies with teacher direction (I)

Benchmark 3.5.3: Use technology resources for gathering and collecting information

Indicator:

3.5.3.1 Use DVD, CD-ROM, etc (R)

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STANDARD 6

TECHNOLOGY PROBLEM SOLVING AND DECISION MAKING TOOLS

The student will use technology resources for solving problems and making informed decisions to real world problems.

To meet this standard, the student will:

Benchmark 3.6.1: Use technology resources for problem solving, communication, self-directed learning, and illustration of thoughts, ideas, and stories.

Indicators:

- 3.6.1.1 Use problem-solving, logical, and critical thinking software programs (R)
- 3.6.1.2 Use devices for data collection activities (I)

Benchmark 3.6.2: Evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources concerning real world problems.

Indicator:

N/A

Key: 1. Grade 1.1 Standard 1.1.1 Benchmark 1.1.1.1 Indicator

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