

	GRADE 3	
	Acceptable Use Policies	Discussion
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas,	products, or processes.
2.b.	Communicate information and ideas effectively to media and formats.	multiple audiences using a variety of
2.c.	Develop cultural understanding and global aware other cultures.	ness by engaging with learners of
5.a.	Advocate and practice safe, legal, and responsible	le use of information and technology.
5.b.	Exhibit a positive attitude toward using technolog learning, and productivity.	y that supports collaboration,
5.d.	Exhibit leadership for digital citizenship.	
	Acts of Kindness	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas,	products, or processes.
1.b.	Create original works as a means of personal or g	group expression.
1.c.	Use models and simulations to explore complex s	systems and issues.
2.a.	Interact, collaborate, and publish with peers, expedigital environments and media.	erts, or others employing a variety of
2.b.	Communicate information and ideas effectively to media and formats.	multiple audiences using a variety of
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, a variety of sources and media.	and ethically use information from a
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution	or complete a project.
4.c.	Collect and analyze data to identify solutions and	or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible	le use of information and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and produc	ctively.
	Adaptation	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas,	products, or processes.
1.b.	Create original works as a means of personal or g	group expression.
2.a.	Interact, collaborate, and publish with peers, expedigital environments and media.	erts, or others employing a variety of



2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Adding and Subtracting Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Advanced Report Writing Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Animal Research Spreadsheet Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	



3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Attributes and Linking Lesson	
Code	Standard	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Audience and Media Discussion	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Audience and Organization Lesson	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	



	Bake Sale Spreadsheet	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas,	, products, or processes.
1.b.	Create original works as a means of personal or	group expression.
2.a.	Interact, collaborate, and publish with peers, exp digital environments and media.	perts, or others employing a variety of
2.b.	Communicate information and ideas effectively to media and formats.	o multiple audiences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, a variety of sources and media.	and ethically use information from a
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and	/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsib	le use of information and technology.
5.b.	Exhibit a positive attitude toward using technolog learning, and productivity.	gy that supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and produ	actively.
	Bar Graphs	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas,	, products, or processes.
1.b.	Create original works as a means of personal or	group expression.
1.c.	Use models and simulations to explore complex	systems and issues.
2.a.	Interact, collaborate, and publish with peers, exp digital environments and media.	erts, or others employing a variety of
2.b.	Communicate information and ideas effectively to media and formats.	o multiple audiences using a variety of
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, a variety of sources and media.	and ethically use information from a
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution	or complete a project.
4.c.	Collect and analyze data to identify solutions and	l/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsib	le use of information and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and produ	uctively.
	Basic Components	Lesson



Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Basic Design Discussion
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Better Safe than Sorry Application Exercise
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
2.d.	Contribute to project teams to produce original works or solve problems.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
4.b.	Plan and manage activities to develop a solution or complete a project.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.



5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Birth Certificate Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Book Report Progress Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.		
3.b. 3.d.	media and formats.  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a	
	media and formats.  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	media and formats.  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Process data and report results.	
3.d. 4.c.	media and formats.  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Process data and report results.  Collect and analyze data to identify solutions and/or make informed decisions.	
3.d. 4.c. 5.a.	media and formats.  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Process data and report results.  Collect and analyze data to identify solutions and/or make informed decisions.  Advocate and practice safe, legal, and responsible use of information and technology.  Exhibit a positive attitude toward using technology that supports collaboration,	
3.d. 4.c. 5.a. 5.b.	media and formats.  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Process data and report results.  Collect and analyze data to identify solutions and/or make informed decisions.  Advocate and practice safe, legal, and responsible use of information and technology.  Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
3.d. 4.c. 5.a. 5.b.	media and formats.  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Process data and report results.  Collect and analyze data to identify solutions and/or make informed decisions.  Advocate and practice safe, legal, and responsible use of information and technology.  Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.  Understand and use technology systems.	
3.d. 4.c. 5.a. 5.b.	media and formats.  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Process data and report results.  Collect and analyze data to identify solutions and/or make informed decisions.  Advocate and practice safe, legal, and responsible use of information and technology.  Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.  Understand and use technology systems.  Select and use applications effectively and productively.	



2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.b.	Select and use applications effectively and productively.	
	Brushes and Lines Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Camping Supplies Spreadsheet Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Cell Formatting Lesson	
Code	Standard	



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1.b.	Create original works as a means of personal or group expression.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Class Pets Spreadsheet Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Classroom Measurements Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Coin Toss Probability Application Exercise	
Code	Standard	



1.b.	Create original works as a means of personal or group expression.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Columns and Rows Lesson
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.a.	Plan strategies to guide inquiry.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Comparing Stories Application Exercise
Code	Standard
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.



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6.b.	Select and use applications effectively and produc	ctively.	
	Composing Slides	Lesson	
Code	Standard		
1.b.	Create original works as a means of personal or g	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
4.b.	Plan and manage activities to develop a solution of	or complete a project.	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	Computer Basics Unit Quiz	Quiz	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas,	products, or processes.	
1.c.	Use models and simulations to explore complex s	systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
5.a.	Advocate and practice safe, legal, and responsible	e use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and produc	ctively.	
	Computer Compatibility	Application Exercise	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas,	products, or processes.	
1.c.	Use models and simulations to explore complex s	Use models and simulations to explore complex systems and issues.	
6.a.	Understand and use technology systems.		
6.c.	Troubleshoot systems and applications.		
	Computer Navigation Unit Quiz	Quiz	
Code	Standard		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and produc	ctively.	
	Computer Parts Memory	Application Exercise	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, products, or processes.		
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		



6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Computer Rules Sign Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Computer Rules Skit Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.c.	Use models and simulations to explore complex systems and issues.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Copying Formulas and Functions Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	



5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	Correcting Hyphenation Application Exerc	ise	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, products, or processes.		
1.b.	Create original works as a means of personal or group expression.		
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a var digital environments and media.	iety of	
2.b.	Communicate information and ideas effectively to multiple audiences using a vamedia and formats.	riety of	
5.a.	Advocate and practice safe, legal, and responsible use of information and techn	nology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	Correcting Words Application Exerc	ise	
Code	Standard		
1.b.	Create original works as a means of personal or group expression.		
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a var digital environments and media.	iety of	
2.b.	Communicate information and ideas effectively to multiple audiences using a vamedia and formats.	riety of	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	Create a Set of Instructions Application Exerc	ise	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.		
1.c.	Use models and simulations to explore complex systems and issues.		
1.d.	Identify trends and forecast possibilities.		
	Creating a Newsletter Application Exerc	ise	
Code	Standard		



1.a.	Apply existing knowledge to generate new ideas, p	products, or processes.
1.b.	Create original works as a means of personal or gro	oup expression.
2.a.	Interact, collaborate, and publish with peers, exper digital environments and media.	ts, or others employing a variety of
2.b.	Communicate information and ideas effectively to media and formats.	nultiple audiences using a variety of
2.d.	Contribute to project teams to produce original wor	rks or solve problems.
5.a.	Advocate and practice safe, legal, and responsible	use of information and technology.
5.b.	Exhibit a positive attitude toward using technology learning, and productivity.	that supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and product	ively.
	Creating a Portfolio	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, p	roducts, or processes.
1.b.	Create original works as a means of personal or gro	oup expression.
2.a.	Interact, collaborate, and publish with peers, exper digital environments and media.	ts, or others employing a variety of
2.b.	Communicate information and ideas effectively to nedia and formats.	nultiple audiences using a variety of
5.a.	Advocate and practice safe, legal, and responsible	use of information and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and product	ively.
	Creating and Organizing Content	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, p	roducts, or processes.
1.b.	Create original works as a means of personal or gro	oup expression.
2.a.	Interact, collaborate, and publish with peers, exper digital environments and media.	ts, or others employing a variety of
2.b.	Communicate information and ideas effectively to nedia and formats.	nultiple audiences using a variety of
5.a.	Advocate and practice safe, legal, and responsible	use of information and technology.
5.b.	Exhibit a positive attitude toward using technology learning, and productivity.	that supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and product	ively.
	Creating Documents	Lesson



Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Cumulative Story Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.d.	Contribute to project teams to produce original works or solve problems.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Cut It Out! Save the Environment Application Exercise	
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
	Cyber Bullying for Grades 3 - 5 Lesson	
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
5.d.	Exhibit leadership for digital citizenship.	



	Data and Database Basics Unit Quiz	Quiz
Code	Standard	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethi variety of sources and media.	cally use information from a
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make	ke informed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Data Storage	Lesson
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of	of information and technology.
5.b.	Exhibit a positive attitude toward using technology that s learning, and productivity.	supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Data Storage Match	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, produc	cts, or processes.
1.c.	Use models and simulations to explore complex systems	s and issues.
5.a.	Advocate and practice safe, legal, and responsible use of	of information and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Database Creation, Queries, and Reports Unit Quiz	Quiz
Code	Standard	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethi variety of sources and media.	cally use information from a
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or maken	ke informed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Databases: Data Classification	Lesson
Code	Standard	
2.d.	Contribute to project teams to produce original works or	solve problems.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethi variety of sources and media.	cally use information from a
3.d.	Process data and report results.	



4.b.	Plan and manage activities to develop a solution or complete a project.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Databases: Data Classification Journal Application Exercise	á
Code	Standard	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from variety of sources and media.	а
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Databases: Database Creation Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from variety of sources and media.	а
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Databases: Database Creation Journal Application Exercise	i -
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variet digital environments and media.	y of
2.d.	Contribute to project teams to produce original works or solve problems.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from variety of sources and media.	а
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	



6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
O.O.	Databases: Queries and Reports  Lesson
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Databases: Queries and Reports Journal Application Exercise
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
2.d.	Contribute to project teams to produce original works or solve problems.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Databases: Search and Filter Lesson
Code	Standard
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.



3.d. Process data and report results. 4.c. Collect and analyze data to identify solutions and/or make informed decisions. 6.a. Understand and use technology systems. 6.b. Select and use applications effectively and productively.  Databases: Search and Filter Journal Application Exercise  Code Standard  1.c. Use models and simulations to explore complex systems and issues. 3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media. 3.c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks. 3.d. Process data and report results. 4.b. Plan and manage activities to develop a solution or complete a project. 4.c. Collect and analyze data to identify solutions and/or make informed decisions. 6.a. Understand and use technology systems. 6.b. Select and use applications effectively and productively. 6.d. Transfer current knowledge to learning of new technologies. Databases: Sort and Filter Lesson  Code Standard 3.b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media. 3.d. Process data and report results. 4.c. Collect and analyze data to identify solutions and/or make informed decisions. 6.a. Understand and use technology systems. 6.b. Select and use applications effectively and productively. Databases: Sort and Filter  Code Standard 2.a. Understand and use technology systems. 6.b. Select and use applications effectively and productively. Databases: Sort and Filter Journal Application Exercise  Code Standard 2.a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media. 3.d. Process data and report results. 4.b. Plan and manage activities to develop a solution or complete a project. 4.c. Collect and analyze data to identify solutions and/or make informed decisions. 6.a. Understand and use technology systems. 6.b. Select and use applications effectively and productively.			
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<ul> <li>4.b. Plan and manage activities to develop a solution or complete a project.</li> <li>4.c. Collect and analyze data to identify solutions and/or make informed decisions.</li> <li>6.a. Understand and use technology systems.</li> </ul>	3.b.		
<ul><li>4.c. Collect and analyze data to identify solutions and/or make informed decisions.</li><li>6.a. Understand and use technology systems.</li></ul>	3.d.	Process data and report results.	
6.a. Understand and use technology systems.	4.b.	Plan and manage activities to develop a solution or complete a project.	
G. ,	4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.b. Select and use applications effectively and productively.	6.a.	Understand and use technology systems.	
	6.b.	Select and use applications effectively and productively.	



	Databases: Tables, Records, and Fields Lesson
Code	Standard
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Databases: Tables, Records, and Fields Journal Application Exercise
Code	Standard
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety o media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Designing a Visual Map Application Exercise
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety o media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.



6.b.	Select and use applications effectively and produ	ictively.
	Desktop	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.b.	Communicate information and ideas effectively to media and formats.	o multiple audiences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, a variety of sources and media.	and ethically use information from a
3.c.	Evaluate and select information sources and digital appropriateness to specific tasks.	tal tools based on the
5.b.	Exhibit a positive attitude toward using technolog learning, and productivity.	gy that supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and produ	actively.
6.d.	Transfer current knowledge to learning of new ted	chnologies.
	Desktop Publishing	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas,	, products, or processes.
1.b.	Create original works as a means of personal or	group expression.
2.a.	Interact, collaborate, and publish with peers, exp digital environments and media.	perts, or others employing a variety of
2.b.	Communicate information and ideas effectively to media and formats.	o multiple audiences using a variety of
5.a.	Advocate and practice safe, legal, and responsib	le use of information and technology.
5.b.	Exhibit a positive attitude toward using technolog learning, and productivity.	gy that supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and produ	actively.
	Devices and Compatibility	Discussion
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas,	, products, or processes.
1.c.	Use models and simulations to explore complex	systems and issues.
2.b.	Communicate information and ideas effectively to media and formats.	o multiple audiences using a variety of
5.a.	Advocate and practice safe, legal, and responsib	ole use of information and technology.
5.b.	Exhibit a positive attitude toward using technolog learning, and productivity.	gy that supports collaboration,



6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
one:	Digital Collaboration	Lesson
Code	Standard	200011
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	employing a variety of
2.b.	Communicate information and ideas effectively to multiple audi media and formats.	ences using a variety of
2.d.	Contribute to project teams to produce original works or solve	problems.
3.c.	Evaluate and select information sources and digital tools based appropriateness to specific tasks.	d on the
5.b.	Exhibit a positive attitude toward using technology that support learning, and productivity.	ts collaboration,
6.b.	Select and use applications effectively and productively.	
	Dramatic Digital Video	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	ion.
2.b.	Communicate information and ideas effectively to multiple audi media and formats.	ences using a variety of
4.b.	Plan and manage activities to develop a solution or complete a	project.
5.a.	Advocate and practice safe, legal, and responsible use of information	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that support learning, and productivity.	ts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Drawing a Vehicle	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	ion.
2.b.	Communicate information and ideas effectively to multiple audi media and formats.	ences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of information	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that support learning, and productivity.	ts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	



	Drill 1 Game
Code	Standard Sta
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Drill 2 Game
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
5.a.	Advocate and practice safe, legal, and responsible use of information and technolog
6.a.	Understand and use technology systems.
	Email Basics Unit Quiz Quiz
Code	Standard
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety media and formats.
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.
5.a.	Advocate and practice safe, legal, and responsible use of information and technolog
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Email the President Application Exercise
Code	Standard
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety media and formats.
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.b.	Select and use applications effectively and productively.
	Enhancing Slides Lesson
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.



1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Ethnic Foods Survey Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Evaluating and Presenting Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	



5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Examining Content Application Exerc	ise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.a.	Identify and define authentic problems and significant questions for investigation	١.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and techn	iology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Family Spreadsheet Application Exerc	ise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a var digital environments and media.	ety of
2.b.	Communicate information and ideas effectively to multiple audiences using a vamedia and formats.	riety of
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information frovariety of sources and media.	m a
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	



	Finding Information	Discussion
Code	Standard	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or	make informed decisions.
	Following Computer Rules	Application Exercise
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible us	se of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Formats and Outlining	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, pro	oducts, or processes.
1.b.	Create original works as a means of personal or grou	ıp expression.
1.c.	Use models and simulations to explore complex syst	ems and issues.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety o digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
4.b.	Plan and manage activities to develop a solution or c	complete a project.
5.a.	Advocate and practice safe, legal, and responsible us	se of information and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productive	ely.
	Formatting a Poem	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety o media and formats.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productive	ely.



	Formatting Biographies	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or gr	roup expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety o digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety media and formats.	
5.a.	Advocate and practice safe, legal, and responsible	e use of information and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and produc	tively.
	Formatting Text	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, p	oroducts, or processes.
1.b.	Create original works as a means of personal or gr	roup expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety o digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible	e use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and produc	tively.
	Formulas in Spreadsheets Unit Quiz	Quiz
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, p	oroducts, or processes.
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety o media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	



4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Get Involved! Exploring Endangered Species Data Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
1.d.	Identify trends and forecast possibilities.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
6.a.	Understand and use technology systems.	
	Good Citizenship Digital Video Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety or digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
5.d.	Exhibit leadership for digital citizenship.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Grammar Safari Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	



5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Graphing in Spreadsheets Unit Quiz Quiz	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety or digital environments and media.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Graphing Weather Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Grocery Store Spreadsheet Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	



3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Group Story Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Grouping and Labeling Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
	ioditiinig, dita productivityi	
6.a.	Understand and use technology systems.	
6.a. 6.b.		
	Understand and use technology systems.	
	Understand and use technology systems.  Select and use applications effectively and productively.	
6.b.	Understand and use technology systems.  Select and use applications effectively and productively.  Guidebook  Application Exercise	



2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technolog	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Habitat Presentation Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Historic Communities Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety o media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Home Row Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	



2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Home Sweet Home Application Exercise	
Code	Standard	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
	How to Create a Bubble Map in Kidspiration Web Link	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
6.a.	Understand and use technology systems.	
	How Would You Feel?  Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
	Hyphenating Words Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	



6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Idea Webs	esson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or pro	ocesses.
1.b.	Create original works as a means of personal or group expression	n.
1.c.	Use models and simulations to explore complex systems and iss	ues.
2.b.	Communicate information and ideas effectively to multiple audien media and formats.	ices using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use variety of sources and media.	information from a
5.a.	Advocate and practice safe, legal, and responsible use of informa-	ation and technology.
5.b.	Exhibit a positive attitude toward using technology that supports learning, and productivity.	collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Identifying Computer Devices	pplication Exercise
Code	Standard	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Identity Theft Discussion for Grades 3-5 D	iscussion
Code	Standard	
2.b.	Communicate information and ideas effectively to multiple audien media and formats.	ces using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports learning, and productivity.	collaboration,
	Inappropriate Content Discussion D	iscussion
Code	Standard	
3.c.	Evaluate and select information sources and digital tools based o appropriateness to specific tasks.	n the
5.a.	Advocate and practice safe, legal, and responsible use of informa-	ation and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	



	Identifying Computer Devices	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively	/.
	Jazz Instruments Presentation	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group	expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively	/.
	Keyboarding Test Level 1	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
5.a.	Advocate and practice safe, legal, and responsible use	of information and technology.
6.a.	Understand and use technology systems.	
	Keyboarding Test Level 2	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
	Keyword Searches	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, produ	ucts, or processes.



2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Lab Rules Sign Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
5.d.	Exhibit leadership for digital citizenship.	
6.a.	Understand and use technology systems.	
	Life Slideshow Booklet Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Line Graphs Lesson	
Code	Standard	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	



5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Lower Row Lesson	
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Making a Schedule Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Math Video Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.d.	Contribute to project teams to produce original works or solve problems.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	



3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
6.b.	Select and use applications effectively and productively.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Measuring Matter Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Multiplying and Dividing Lesson	
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.d.	Contribute to project teams to produce original works or solve problems.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	My State Research Application Exercise	



Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make inf	formed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Natural Resources Presentation	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	or processes.
1.b.	Create original works as a means of personal or group expre	ssion.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple au media and formats.	idiences using a variety of
4.b.	Plan and manage activities to develop a solution or complete	e a project.
5.a.	Advocate and practice safe, legal, and responsible use of info	ormation and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Netiquette and Cyber Bullying Discussion	Discussion
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or othe digital environments and media.	ers employing a variety of
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
	Netiquette Discussion	Discussion
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or othe digital environments and media.	ers employing a variety of



2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.b.	Select and use applications effectively and productively.	
	Network Basics Lesson	
Code	Standard	
1.c.	Use models and simulations to explore complex systems and issues.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
	Number Row Lesson	
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
	Open Communication Discussion for Grades 3 - 5 Discussion	
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
	Page Layout Lesson	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Parts of a Spreadsheet Lesson	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	



2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Personal Flag Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Pie Charts Lesson	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Poem Creation and Design Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	



6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Portrait of Myself Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Prescriptive Keyboarding (3-5) Lesson	
Code	Standard	
5.c.	Demonstrate personal responsibility for lifelong learning.	
	Presentation Basics Quiz Quiz	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Printer Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.c.	Troubleshoot systems and applications.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Problem-Solution Presentation Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	



4.b.	Plan and manage activities to develop a solution or co	omplete a project.	
6.a.	Understand and use technology systems.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productive	ely.	
	Processor and I/O Devices	Lesson	
Code	Standard		
5.a.	Advocate and practice safe, legal, and responsible us	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology the learning, and productivity.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productive	ely.	
	Proofreading and Correcting 1	Game	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, pro-	ducts, or processes.	
1.b.	Create original works as a means of personal or group	p expression.	
2.a.	Interact, collaborate, and publish with peers, experts, digital environments and media.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to mu media and formats.	Itiple audiences using a variety of	
5.a.	Advocate and practice safe, legal, and responsible us	se of information and technology.	
5.b.	Exhibit a positive attitude toward using technology the learning, and productivity.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productive	ely.	
	Proofreading and Correcting 2	Game	
Code	Standard		
1.b.	Create original works as a means of personal or group	p expression.	
2.a.	Interact, collaborate, and publish with peers, experts, digital environments and media.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to mu media and formats.	Communicate information and ideas effectively to multiple audiences using a variety of	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productive	Select and use applications effectively and productively.	
	Proofreading and Editing	Lesson	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, pro-	ducts, or processes.	



1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Reading Visual Maps Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technolog	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Research and Evaluation Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	



4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Researching the Sun Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Responding to Email Messages Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Revising and Formatting Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	



2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Ride Across America Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Safe Site Strategies Discussion Discussion	
Code	Standard	
1.c.	Use models and simulations to explore complex systems and issues.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Safekeeping Personal Information Discussion Discussion	
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.b.	Select and use applications effectively and productively.	
	Scanner Lesson	
Code	Standard	



1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Sending Email Messages Lesson	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Shapes and Fills Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Shift Key Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Smart Alert! Cyber Bullying Guide Application Exercise	



Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
5.d.	Exhibit leadership for digital citizenship.	
	Software Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.c.	Use models and simulations to explore complex systems and issues.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
O la	Select and use applications effectively and productively.	
6.b.	Select and use applications effectively and productively.	
O.D.	Sourcing and Ethics  Lesson	
Code		
	Sourcing and Ethics Lesson	
Code	Sourcing and Ethics Lesson Standard	
Code 1.a.	Sourcing and Ethics  Standard  Apply existing knowledge to generate new ideas, products, or processes.  Interact, collaborate, and publish with peers, experts, or others employing a variety of	
Code 1.a. 2.a.	Sourcing and Ethics  Standard  Apply existing knowledge to generate new ideas, products, or processes.  Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a	
Code 1.a. 2.a. 3.b.	Sourcing and Ethics  Standard  Apply existing knowledge to generate new ideas, products, or processes.  Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
Code 1.a. 2.a. 3.b. 3.d.	Sourcing and Ethics  Standard  Apply existing knowledge to generate new ideas, products, or processes.  Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Process data and report results.	
Code 1.a. 2.a. 3.b. 3.d. 4.c.	Sourcing and Ethics  Standard  Apply existing knowledge to generate new ideas, products, or processes.  Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.  Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.  Process data and report results.  Collect and analyze data to identify solutions and/or make informed decisions.	
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2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.		
3.d.	Process data and report results.		
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.		
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	Student Information Spreadsheet Application Exercise		
Code	Standard		
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.		
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.		
3.d.	Process data and report results.		
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.		
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	Symbols of Technology Lesson		
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, products, or processes.		
1.c.	Use models and simulations to explore complex systems and issues.		
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.		
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
6.d.	Transfer current knowledge to learning of new technologies.	rrent knowledge to learning of new technologies.	
	Tables and Data Lesson		
Code	Standard		



1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or comp	olete a project.
4.c.	Collect and analyze data to identify solutions and/or make	e informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use o	f information and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Technology Devices	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, produc	ts, or processes.
1.c.	Use models and simulations to explore complex systems	and issues.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Texting Safety Discussion	Discussion
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Toolbars and Menus	Lesson



Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.c.	Use models and simulations to explore complex systems and issues.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technolog	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Touch Keyboarding Discussion	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Tourism Guide Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Traveling to School Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	



4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Upper Row Lesson	
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Visual Mapping Unit Quiz Quiz	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Walk-a-thon Spreadsheet Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	



3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Water Cycle Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Web Browsing Basics Unit Quiz Quiz	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety o media and formats.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.d.	Exhibit leadership for digital citizenship.	
6.a.	Understand and use technology systems.	
	<u> </u>	



6.b.	Select and use applications effectively and productively.	
	Web Page Design	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make	ke informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of	of information and technology.
5.b.	Exhibit a positive attitude toward using technology that s learning, and productivity.	supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Weekly Reading Graph	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple media and formats.	le audiences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethi- variety of sources and media.	cally use information from a
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make	ke informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of	of information and technology.
5.b.	Exhibit a positive attitude toward using technology that s learning, and productivity.	supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Windows and Controls	Lesson
Code	Standard	
5.b.	Exhibit a positive attitude toward using technology that s learning, and productivity.	supports collaboration,
6.a.	Understand and use technology systems.	
	Word Division Level 1	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, produc	cts, or processes.



1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Word Division Level 2 Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Word Division Level 3 Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Word Problems Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of	



2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Word Processing Basics Unit Quiz Quiz	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety o media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Word Processing Unit Quiz Quiz	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Working Online Discussion	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	





5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
5.d.	Exhibit leadership for digital citizenship.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.