

QUEST ACADEMY CHARTER SCHOOL

Fourth Grade Technology Learning Standards

1. Basic Operations and Concepts

Objectives:

- 1.1 Students will learn the difference between storing data on a local machine, and storing data on the network and will be able to save to both areas.
- 1.2 Students will learn their network ID and successfully log-in and logout of computers independently. This includes to successfully log-in on both Mac and PC Environments.
- 1.3 Students will use Google Education in the classroom and Google Drive at home.
- 1.4 Students will increase their recognition of the desktop and various toolbars on Mac and PC Platform.
- 1.5 Students will become familiar with the ribbon and the toolbars on Microsoft, iWorks and Google Apps programs (Word, Pages, Powerpoint, Keynote Google Docs, Forms, Slides etc.).
- 1.6 Students will demonstrate the effective use of a search engine and learn to determine which search engine is appropriate for the type of material they are researching. Students will become proficient at searching with search engines such as Yahoo, Google, Sweet Search and Bing.

2. Social, Ethical, and Human Issues

Objectives:

- 2.1 Students will review the Digital Citizenship and Netsmartz Curriculum including Internet Safety, Privacy and Security, Relationships and Communications online, Cyberbullying and Digital Drama, Self-Image and Identity, Information Literacy and Creative Credit and Copyright lessons for their age level.
- 2.2 Students will show responsible use of technology.
- 2.3 Students will follow all computer lab rules and procedures.
- 2.4 Students will learn about proper copyright procedures and etiquette.
- 2.5 Students will learn how to properly cite an internet source.

3. Technology Productivity Tools

Objectives:

- 3.2 Students will use iMovie to create a movie.
 - a. Students will add images, text, transitions and music to their movie.
 - b. Students will learn how to edit
- 3.3 Students will enter a Uniform Resource Locator (URL) in the address bar of a web browser and navigate age appropriate websites.
- 3.4 Students will use a Word Processor to input detailed information which may include writing letters, poetry, reports ect.
- 3.5 Students will learn the shortcut keys. This includes using Ctrl-C or Command-C and Ctrl-X and Command X to copy and paste text.
- 3.6 Students will use a spreadsheet application to perform simple math functions including the use of the sum, product, and difference features.
- 3.7 Students will use a spreadsheet application to enter data and formulas that will help them learn a CORE concept. Students will use the data to create graphs of various types including bar graph, pie graph, and a line graph.
- 3.8 Students will use technology resources like calculators, dictionaries and thesauruses for problem solving.

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3.9 Students will use Google Earth to navigate various locations across the globe. They will use Google Earth to research and learn about topography, geography and climate changes.

4. Technology Communication Tools

Objectives:

- 4.1 Students will create their own digital portfolio. (student blog, Seesaw account or something similar)
 - a. Students will upload documents, slideshows, images etc to their blog. Students will leave comments on each other's posts.
- 4.2 Students will create a slide presentation using Powerpoint, Keynote, Google Slides and Prezi and present the slides to the class using an iPad and a presentation App such as Slideshark.
 - a. Students will add transitions, hyperlinks, sounds, animations and voice narration to their slideshow.
- 4.3 Students will learn the correct keyboarding technique.
 - b. Students will learn how to sit up straight and place feet for balance.
 - c. Students will use the correct fingering while keying the introduced keys
 - d. Students will demonstrate the correct key reaches for all alphabet letters.
 - e. Students will curve fingers over the home keys.
 - f. Students will memorize the keys on a keyboard.
 - g. Students will demonstrate correct usage of the space bar, enter key, shift keys, backspace/delete key and tab key.
 - h. Tap the spacebar with the right thumb.
 - i. Hit the return key with the right little finger.
 - j. Use the left shift key when capitalizing right hand letters.
 - k. Use the right shift key when capitalizing left hand letters.
 - l. Strike the backspace/delete key with the right little finger.
 - m. Tap the tab key with the left little finger.
- 4.4 Students will demonstrate correct fingering and correct usage of the period, comma, and the question mark.
 - n. Strike the period with the right ring finger.
 - o. Strike the comma with the right middle finger.
 - p. Key the question mark by holding down the left shift key with the left little finger and striking the question mark with the right little finger.
 - q. Demonstrate spacing rules when keying a period.
 - r. Demonstrate correct spacing when keying a question mark.
- 4.5 Students will key accurately from dictation and printed copy.
- 4.6 Students will key drills from printed text and a keyboarding program such as Type To Learn 4.
- 4.7 Students will key at a minimum of 20 words per minute on at least three one minute timings.
- 4.8 Students will communicate and correspond with another classroom in the state of Utah by web camera, Skype, or through their class blog.
 - a. Students will participate in Skype for Education experiences such as virtual field trips, mystery skype and more.

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4.9 Students will use a presentation App such as Educreations, Screencomp, or Doceri to teach a lesson to the class.

s. Students will use student iPads and variety of apps in small group and whole class.

5. Technology Research Tools

Objectives:

5.1 Students will use e-books to research age appropriate CORE topics.

a. Using programs such as Trueflix, Bookflix and Raz-Kids.

5.2 Students will use a search engine to research an age-appropriate, CORE specific topic.

5.3 Students will read an online publication or book.

6. Technology Problem-Solving , Engineering and Decision-Making Tools

Objectives:

6.1 Students will learn what the difference between fact-based websites and advertisements.

6.2 Students will better understand Current Events and Issues in real-world scenarios in STEM disciplines.

6.3 Students will use the Engineering Design Process in STEM disciplines.

6.4 Students will participate in Student-Centered activities.

a. Students will create products that exemplify the DOK levels.

b. Students will analyze and solve problems, create unique solutions, support conclusion with evidence and explain their reasoning on a 4th grade level in STEM disciplines. (example: digital STEM journals)

6.5 Students will learn how to code and program.

a. Students will complete Course 3 in code.org