FIFTH GRADE TECHNOLOGY / COMPUTER SCIENCE

TECHNOLOGY

Creation

- Students demonstrate a sound understanding of technology concepts and use creative thinking and collaboration to produce innovative products.

Consumption

- Students use critical thinking skills to gather and evaluate information, complete assignments, solve problems, and make informed decisions using digital tools and resources appropriately.

Keyboarding

- Students will demonstrate correct keyboarding technique while increasing speed and maintaining accuracy as a minimum of 24 words per minute.

COMPUTER SCIENCE

Computing Systems

- Systematically apply troubleshooting strategies to identify and resolve hardware and software problems in computing systems.

Network and Internet

- Show how information is transmitted over the internet.

Data

- Use data to highlight and/or propose relationships, predict outcomes, or communicate ideas.

Algorithms

- Test and debug a program or algorithm to ensure it accomplishes the intended task.
- Design and iteratively develop programs that combine control structures and use compound conditions.

Impacts of Computing

- Demonstrate digital citizenship through appropriate social behavior and safe practices.