



FOURTH 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 20 words per minute.

COMPUTER SCIENCE

Computing Systems

- Determine potential solutions to solve simple hardware and software problems using common troubleshooting strategies.

Network and Internet

- Understand what the internet is.

Data

- Collect, categorize, and communicate ideas about data visually to realistically support a claim.

Algorithms

- Create programs that include events, loops, and conditionals.

Impacts of Computing

- Demonstrate digital citizenship through appropriate social behavior and safe practices.
- Propose ways to improve the accessibility and usability of technology products for the diverse needs and wants of users.

