



## BPS GENIUS HOUR PROGRAM

### Elementary School (Grades 3-5)

STRANDS	CONCEPTS	COMPETENCIES	CHARACTER
	<b>Learners will understand that...</b>	<b>Learners will be able to...</b>	Integrity
<b>Digital Literacy &amp; Familiarity</b>	<p style="text-align: center;"><b><i>BASICS OF DIFFERENT TECHNOLOGICAL TOOLS AND HOW THEY WORK</i></b></p> <ol style="list-style-type: none"> <li>1. Different software have a variety of tools to help accomplish different goals.</li> <li>2. The parts of the computer to effectively troubleshoot any problems.</li> <li>3. Technology is ever changing and learners will constantly need to be prepared to learn new skills (Learn how to learn/ Empowered Learners)</li> </ol>	<ul style="list-style-type: none"> <li>• Identify some of the different components of technological devices as well as software.</li> <li>• Troubleshoot should they come across challenges with the technology in use.</li> <li>• Use different types of digital tools to accomplish a variety of goals effectively (searching, evaluating and presenting information)</li> <li>• Teach themselves new skills and not rely on the teacher for all answers.</li> </ul>	Resilience  Reflection  Empathy
<b>Digital Citizenship</b>	<p style="text-align: center;"><b><i>LIVING IN AN INTERCONNECTED DIGITAL WORLD BRINGS UP MANY ISSUES, AND ALSO THE RESPONSIBILITY TO ACT IN WAYS THAT ARE SAFE, LEGAL AND ETHICAL, LOCALLY AND GLOBALLY</i></b></p> <ul style="list-style-type: none"> <li>• Identify and evaluate who they are as Digital Citizens.</li> <li>• Explain the importance of Ergonomics</li> <li>• Describe the issue of the Digital Divide</li> <li>• Determine importance of Netiquette.</li> <li>• Understand that the Intellectual Property faces many issues with the introduction of technology and that must be considered.</li> </ul>	<ul style="list-style-type: none"> <li>• Understand how to be careful when using devices and how to be safe online, follow safety rules when using the internet and collaborate with others.               <ul style="list-style-type: none"> <li>○ Demonstrate an understanding that technology is all around them and the importance of keeping their information private.</li> <li>○ Effective Passwords</li> <li>○ Backing up</li> <li>○ Antivirus</li> </ul> </li> <li>• Learn and demonstrate the importance of using technology in a healthy manner to avoid risks.               <ul style="list-style-type: none"> <li>○ Physical Risks</li> </ul> </li> <li>• Learn about netiquette and the importance of following said expectations.               <ul style="list-style-type: none"> <li>○ Recognizing inappropriate/ inappropriate computer behavior. (Sending spam, using emoticons)</li> </ul> </li> <li>• Learn about ownership and sharing of information and how to respect the work of others as well as demonstrate it in all their works.               <ul style="list-style-type: none"> <li>○ Pirating and Digital Citing</li> </ul> </li> </ul>	Playfulness

STRANDS	CONCEPTS	COMPETENCIES	CHARACTER
<b>Innovative Designers</b>	<p style="text-align: center;"><b>BY USING A VARIETY OF TECHNOLOGIES WITHIN A DESIGN PROCESS THEY CAN SOLVE PROBLEMS BY CREATING NEW, USEFUL OR IMAGINATIVE SOLUTIONS</b></p> <ol style="list-style-type: none"> <li>1. Following the design process is helpful when creating a product.</li> <li>2. Different tools are available in the planning process of a product.</li> <li>3. Products can always be improved on but sometimes you have to organize more effectively to meet deadlines.</li> </ol>	<ul style="list-style-type: none"> <li>• Explore and practice how a design process works to generate ideas, consider solutions, plan to solve a problem or create innovative products that are shared with others.</li> <li>• Use digital and non-digital tools to plan and manage a design process.</li> <li>• Engage in a cyclical design process to develop repeatedly and reflect on the role that trial and error plays</li> <li>• To persevere when faced with a challenging task, and stop when it is necessary.</li> </ul>	
<b>Creative Communicators</b>	<p style="text-align: center;"><b>WE NEED TO BE CLEAR ON THE PURPOSES OF OUR COMMUNICATIONS AND MATCH OUR CHOICE OF TOOLS AND MEDIA TO THOSE PURPOSES</b></p> <ol style="list-style-type: none"> <li>1. Communication is more effective when you use the appropriate medium for the task.</li> <li>2. Communication is more effective when you know who your audience is</li> </ol>	<ul style="list-style-type: none"> <li>• Choose different digital tools to accomplish communicate in different ways. (Video, Audio, etc...)</li> <li>• Use digital tools to create original works</li> </ul>	