

## WEST VIRGINIA CCRS FOR TECHNOLOGY AND COMPUTER SCIENCE GR. 3-5

<b>Information and Communication</b>	
TCS.3-5.1	Explore a variety of appropriate technologies and research techniques that can assist with the learning process.
TCS.3-5.2	Recognize and utilize the features, terminology, and functions of a variety of technology tools. <ul style="list-style-type: none"> <li>• Students use Microsoft Word to create angles and learn about Word tools.</li> </ul>
TCS.3-5.3	Evaluate digital sources for accuracy, perspective, credibility, and relevance.
TCS.3-5.4	Create original work through the use of age-appropriate technology and digital tools. <ul style="list-style-type: none"> <li>• Students create a presentation to present math concepts to the class. Tech tools could include I-Movie. Fits in expressing mastery of various concepts and procedures (Ex: Students partner up, one teaches procedure/explains concept while other(s) are filming.)</li> <li>• Use Microsoft Publisher to create pamphlet that explains concept/procedure.</li> <li>• Students create polygon riddles with Word.</li> <li>• Use “Shapes” under “Insert” tab to create shape sort cards.</li> </ul>
TCS.3-5.5	Utilize embedded digital tools for feedback.
TCS.3-5.6	Organize and represent data for data analysis, modeling, and algorithmic thinking. <ul style="list-style-type: none"> <li>• Students use online function machine (MathPlayground.com) to find patterns in an Input/ Output chart.</li> <li>• Students use Excel to create tables that will transfer into graphs.</li> <li>• Could be used with Mass, Area&amp; Perimeter, Liquid Volume, Linear Measurement.</li> </ul>
TCS.3-5.7	Use appropriate technology to transfer learning to a variety of tools or learning environments.
TCS.3-5.8	Demonstrate creativity and learning through technology (e.g., digital storytelling, keyboarding, portfolio creation, digital media displays, and other media, etc.). <ul style="list-style-type: none"> <li>• Project Idea: Students design a room (classroom, bed room, play room) that must satisfy specifications using the computer.</li> <li>• Students create I-movies to show their understanding of math concepts.</li> </ul>
TCS.3-5.9	Explore multiple ways to share ideas and information about themselves and the world around them, considering the expected audience.
TCS.3-5.10	Communicate with others through the use of technology.
TCS.3-5.11	Connect with others and explore different points of view on various topics through the use of age-appropriate technology resources.

<b>Computational Thinking</b>	
TCS.3-5.12	Research information on topics of interest through the use of age-appropriate technology and digital resources. <ul style="list-style-type: none"> <li>• Students research information to use as data. Possible topics include: population data, state area comparison, animal weights/ heights, height of redwood trees, and attendance at sporting events. Fits in with Numbers &amp; place value, Compare, order &amp; round numbers, Linear Measurement, and Mass.</li> </ul>
TCS.3-5.13	Deepen learning across content areas through the use of age-appropriate technology and digital resources. <ul style="list-style-type: none"> <li>• Integrated real world performance tasks could be used for this.</li> </ul>
TCS.3-5.14	Select appropriate technology tools to solve problems and communicate information.
TCS.3-5.15	Break down problems into smaller parts, identify key information, and propose solutions through the use of age-appropriate technology and digital resources.

TCS.3-5.16	Use appropriate digital and non-digital tools to plan and manage a design process. <ul style="list-style-type: none"> <li>Students use technology tools to help them work through real world area and perimeter problems. Ideas include: design a garden, design a classroom, and fill a truck.</li> </ul>
TCS.3-5.17	Revise and repurpose ongoing work as applicable.
TCS.3-5.18	Understand and explore basic concepts related to automation, patterns, and algorithmic thinking.

<b>Digital Citizenship</b>	
TCS.3-5.19	Demonstrate responsible use of technology (i.e., seek guidance and appropriate support when selecting digital content, understand how to be safe online, follow safety rules when using media, etc.).
TCS.3-5.20	Practice using safe, legal, and ethical behavior when using technology and interacting online.
TCS.3-5.21	Collaborate with peers, teams, and individuals within their communities, homes, and in a global society through the use of age-appropriate technology.
TCS.3-5.22	Demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of decisions made when interacting online.
TCS.3-5.23	Demonstrate appropriate methods of sharing personal data online and how to keep personal data private.
TCS.3-5.24	Demonstrate responsible use of technology by respecting intellectual property with both print and digital media when using and sharing the work of others.

#### Additional Useful Resources:

Flippity: Game creator site. Requires a Google account but is free.

Kahoot: Whole class interactive, multiple choice game. Requires a class set of I-pads.

Memorize: Vocabulary review site.

Jeopardy Labs: Site that can be used to create Jeopardy style games.

Math is fun: Multiple resources/ activities

Visnos: Interactive teaching tools that can be used on their own or with whole class