

# Information Technology Literacy Standards (ITLS)

## Grade 5

### Strand 1: Critical Thinking, Creativity and Innovation

Create and evaluate content using multiple media formats (such as audio, video, charts, text).

**Learning Target:** Students will use technology tools to create and present ideas, facts, or stories.

**Skills:**

1. Identify and use audio and image file types.
2. Use a digital storyboard to plan a multimedia presentation.
3. Use multimedia software at a basic level to add images, build transitions, add text and audio, and publish.
4. Choose appropriate tool for the purpose.

### Strand 2: Collaborative Learning, Group Communication and Digital Citizenship

Develop, implement and communicate new ideas with others through various modes such as oral, written, and nonverbal with multiple groups and audiences using diverse media, formats and contexts effectively.

**a. Learning Target:** Students will work in groups to create, share and evaluate simple collaborative information products.

**Skill:** Students contribute individually to a social network in order to complete a group or class project.

**b. Learning Target:** Students will engage in learning activities about multiple cultures through electronic communication means: websites, email, audio and video.

**Skills:**

1. Use online forums, blogs, email, text messaging, chat, videoconferencing to interact with students or experts from other cultures, communities, or countries.
2. Understand how to communicate electronically with a specific audience.
3. Define and open attachments.
4. Add an individual contact and send and email to a group.
5. Talk clearly and loudly during online communication with others.

### Strand 4: Personal Information and Technology Literacy

**Demonstrate a sound understanding of grade-appropriate digital concepts, systems, and tools.**

**Learning Target:** Use technology tools with proficiency to create and present ideas through simple products in different formats.

**Skills:**

*Keyboarding*

- Review of instruction to develop skills to increase speed and accuracy.
- 20 minutes per day X3 days per week for 2 weeks followed by 1-2 times per week in keyboarding games or content practice
- Reinforce posture and technique whenever using keyboarding skills (in all typing instances)
- Keyboarding rubric see O:\Grade Level Curriculum\4<sup>th</sup> Grade\Keyboarding

Keyboarding Review Instruction- typing game websites such as:

Keybricks:

<http://www.typingtest.com/games/keybricks.jsp?keys=abcdefghijklmnopqrstuvwxyz1234567890&Submit=Start+Game>

### *Vocabulary*

Understand the following general vocabulary terms: crop, wireless network, navigate, browsers, move versus copy, advanced searching

### *Tasks (to be integrated)*

- Log on/off computer with their own username and password
- Save or backup information to appropriate location (e.g., local, network or external drives).
- Organize and manage files and folders between school, home and online.
- Understand and use printer options such as page size, orientation, double sided, pamphlet, etc
- Install printers as necessary and print to appropriate printer
- Insert objects, and text boxes. Resize and crop.
- Insert table and add rows and columns as necessary
- Recognize and solve routine computer hardware and software program problems (check cables, ctr + alt + delete and task manager to quit programs, delete print jobs, reboot, use program help)
- Demonstrate ability to navigate a website.
- Demonstrate right click or control click to open websites
- Describe graphic programs, internet browser, word processing programs, spreadsheets and multimedia. Determine which is best for the purpose.