Ohio Technology Learning Standards

STRAND: Information and Communications Technology
The understanding and application of digital learning tools for accessing, creating, evaluation, applying and communicating ideas and information.

Topic 1: Identify and use approproate digital learning tools and resources to accomplish a defined task.

K	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6
		☐ Develop basic skills for using digital learning tools and resources to accomplish a defined task. ☐ With guidance, identify a goal and determine how digital learning tools can help accomplish that goal.	☐ With guidance, identify and use digital learning tools or resources to support planning, implementing and reflecting upon a defined task. ☐ Explain the use of selected digital learning tools and resources to support productivity and learning.	☐ With guidance, identify and use digital learning tools or resources to support planning, implementing and reflecting upon a defined task. ☐ Explain the use of selected digital learning tools and resources to support productivity and learning.	☐ With guidance, identify and use digital learning tools or resources to support planning, implementing and reflecting upon a defined task. ☐ Explain the use of selected digital learning tools and resources to support productivity and learning.	☐ Develop criteria for selecting digital learning tools and resources to accomplish a defined task. ☐ Select and use digital learning tools or resources to support planning, implementing, and reflecting upon a defined task.
		Resources: Google Apps for Education	Resources: Google Apps for Education - Research projects	Resources: Google Apps for Education	Resources: Google Apps for Education - Google Digital Skills	Resources: Google Apps for Education - Google Digital Skills

			STRAND: Information and Communications Technology			
			The understanding and application of digital learning tools for accessing, creating, evaluation, applying and communicating ideas and information.			
			Topic 2: Use digtial learning tools and resources to locate, evaluate and use information			
K	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6
			☐ Explain basic ideas of plagiarism and copyright. ☐ Use digital citation tools to cite sources with appropriate guidance.	☐ Explain basic ideas of plagiarism and copyright. ☐ Use digital citation tools to cite sources with appropriate guidance.	☐ Use appropriate search techniques to locate needed information using digital learning tools and resources. ☐ Use multiple criteria developed with guidance to differentiate between relevant and irrelevant information found with digital learning tools and resources. ☐ Explain basic ideas of plagiarism and copyright. ☐ Use digital citation tools to cite sources with appropriate guidance.	☐ Use advanced search techniques to locate needed information using digital learning tools and resources. ☐ Use multiple criteria to evaluate the validity of information found with digital learning tools and resources. ☐ Apply principles of copyright, use digital citation tools and use strategies to avoid plagiarism.
			Resources: Technology Safety Lessons during Library	Resources: Technology Safety Lessons during Library	Resources: Son of Citation, Digital Citizenship via Common Sense, Search Techniques, Google Digital Skills for relevant vs irrelevant information	Resources: Son of Citation, Digital Citizenship via Common Sense , Advanced Search Techniques, Principles of copyright, Google Digital Skills

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Topic 3: Use digital learning tools and resources to construct knowledge						
K	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6
					☐ Interpret images, diagrams, maps, graphs, infographics, videos, animations, interactives, etc. in digital learning tools and resources to clarify and add to knowledge. ☐ Create artifacts using digital learning tools and resources to demonstrate knowledge.	☐ Analyze and integrate textual, visual, and quantitative information (images, diagrams, maps, graphs, infographics, videos, animations, interactives, etc.) from multiple digital learning tools and resources. ☐ Create artifacts using digital learning tools and resources to demonstrate knowledge.
					Resources: Form creation and interpreting data (via Google Forms and Sheets)	Resources: Form creation and interpreting data (via Google Forms and Sheets) - Use Slides to present findings

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Topic 4: Use digital learning tools and resources to communicate and disseminate information to multiple audiences

K	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6
			☐ With guidance, discuss and identify communication needs considering goals, audience and content. ☐ With guidance, select media formats appropriate to content and audience. ☐ Evaluate the features of digital learning tools and resources based on the characteristics of a specific audience. ☐ Produce and publish information appropriate for a target audience using digital learning tools and resources.	☐ With guidance, discuss and identify communication needs considering goals, audience and content. ☐ With guidance, select media formats appropriate to content and audience. ☐ Evaluate the features of digital learning tools and resources based on the characteristics of a specific audience. ☐ Produce and publish information appropriate for a target audience using digital learning tools and resources.	☐ With guidance, discuss and identify communication needs considering goals, audience and content. ☐ With guidance, select media formats appropriate to content and audience. ☐ Evaluate the features of digital learning tools and resources based on the characteristics of a specific audience. ☐ Produce and publish information appropriate for a target audience using digital learning tools and resources.	☐ Use digital learning tools and resources to identify communication needs considering goals, audience and content. ☐ Select and use a variety of media formats to communicate information to a target audience. ☐ Discuss and identify ways to communicate and disseminate information so that users with varied needs can access information.
			Resources: Google Apps for Education	Resources: Google Apps for Education	Resources: Google Apps for Education	Resources: Google Apps for Education - Sites

STRAND: Society and Technology The interconnectedness of technology, self, society and the natural world, specifically addressing the ethical, legal, political and the global impact of technology.						
Topic 1: Demonstarte an understanding of technology's impact on the advancement of humanity- economically, envioronmentally, and ethically.						
K	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6
			☐ Demonstrate appropriate use of technology and explain the importance of responsible and ethical technology use. ☐ Describe legal and responsible practices when utilizing technology.	☐ Demonstrate appropriate use of technology and explain the importance of responsible and ethical technology use. ☐ Describe legal and responsible practices when utilizing technology.	☐ Demonstrate appropriate use of technology and explain the importance of responsible and ethical technology use. ☐ Describe legal and responsible practices when utilizing technology.	☐ Advocate and exhibit ethical, legal and responsible practices when utilizing technology. ☐ Review and demonstrate ethical considerations and legal requirements involved in the creation and use of digital technologies.
			Resources: Technology Safety Lessons during Library	Resources: Technology Safety Lessons during Library	Resources: Common Sense Media	Resources: Common Sense Media Google's Be Internet Awesome

			STRAND: Society and Technology			
			The interconnectedness of technology, self, society and the natural world, specifically addressing the ethical, legal, political and the global impact of technology.			
			Topic 2: Analyze the impact of communication and collaboration in both digital and physical environments.			
K	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6
			☐ Exercise digital etiquette when communicating and collaborating. ☐ Identify the positive and negative impact the use of technology can have on relationships, communities and self.	☐ Exercise digital etiquette when communicating and collaborating. ☐ Identify the positive and negative impact the use of technology can have on relationships, communities and self.	☐ Create a plan and select collaboration and/or communication tools to complete a given task. ☐ Exercise digital etiquette when communicating and collaborating. ☐ Identify the positive and negative impact the use of technology can have on relationships, communities and self.	☐ Explain the positive and negative impact the use of technology can have on personal, professional and community relationships. ☐ Investigate how social media impacts society and the digital identities of individuals and organizations.
			Resources: Common Sense Media	Resources: Common Sense Media	Resources: Google Digital Skills Common Sense Media	Resources: Discussion Common Sense Media Resume Activity

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The interconnectedness of technology, self, society and the natural world, specifically addressing the ethical, legal, political and the global impact of technology.

Topic 3: Explain how technology, society, and the individual impact one another

K	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6
			☐ Identify and discuss how the use of technology affects self and others in various ways. ☐ Identify the components of your digital identity and your digital footprint. ☐ Identify and discuss laws and rules that apply to digital content and information.	☐ Demonstrate how technology innovations/inventions can have multiple applications. ☐ Identify and discuss how the use of technology affects self and others in various ways. ☐ Identify the components of your digital identity and your digital footprint. ☐ Identify and discuss laws and rules that apply to digital content and information.	☐ Identify and discuss how the use of technology affects self and others in various ways. ☐ Identify the components of your digital identity and your digital footprint. ☐ Identify and discuss laws and rules that apply to digital content and information.	☐ Manage components of your digital identity and your digital footprint.
			Resources: Library Tech Safety Lessons	Resources: Bloxels and Ozobot Lessons Library Tech Safety Lessons	Resources: Common Sense Media	Resources: Google Digital Skills

	STRAND: Design and Technology Addresses the nature of technology to develop and improve products and systems over time to meet human/societal needs and wants through design processes						
	Topic 1: Define and describe technology, including its core concepts of systems, resources, requirements, processes, controls, optimization and trade-offs						
K	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6
			-	☐ Describe a process as a series of actions and how it is used to produce a result.	☐ Describe a process as a series of actions and how it is used to produce a result.	-
				Resouces: Ozobot and Bloxels	Resouces: Source: TBD	

STRAND: Design and Technology Addresses the nature of technology to develop and improve products and systems over time to meet human/societal needs and wants through design processes						
Topic 2: Identify a problem and use an engineering design process to solve the problem						
K	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6
				☐ Critique needs and opportunities for designing solutions. ☐ Plan and implement a design process: identify a problem, think about ways to solve the problem, develop possible solutions, test and evaluate solution(s), present a possible solution, and redesign to improve the solution. ☐ Generate, develop, and communicate design ideas and decisions using appropriate terms and graphical representations.		
				Resources: Ozobot and Bloxels		

STRAND: Design and Technology Addresses the nature of technology to develop and improve products and systems over time to meet human/societal needs and wants through design processes						
Topic 3: Demonstrate that solutions to complex problems require collaboration, interdisciplinary understanding, and systems thinking						
K	**Grade 1**	**Grade 2**	**Grade 3**	**Grade 4**	**Grade 5**	**Grade 6**
				☐ Design a product with multiple components and describe how the components interact to form a system.	☐ Design a product with multiple components and describe how the components interact to form a system.	
				Resources: Bloxels	Resources: Source: TBD	

STRAND: Design and Technology Addresses the nature of technology to develop and improve products and systems over time to meet human/societal needs and wants through design processes						
Topic 4: Evaluate designs using functional, aesthetic and creative elements						
K	**Grade 1**	**Grade 2**	**Grade 3**	**Grade 4**	**Grade 5**	**Grade 6**
				☐ Use criteria developed with guidance to evaluate a new or improved product for its functional, aesthetic and creative elements.		
				Resources: Bloxels		