

**ISPS Technology Pre-K-12
Standards and Benchmarks**
(Adopted from ISTE NETS for Students 2007)

Grade 5

(Revised Nov. 2011)

Strands

1. Technology Operations and Concepts
2. Digital Citizenship
3. Communication and Collaboration
4. Research and Information Fluency
5. Critical Thinking, Problem Solving and Decision Making
6. Creativity and Innovation

Strand 1 – Technology Operations and Concepts

Standard 1 - Students demonstrate a sound understanding of technology concepts, systems, and operations.

Benchmarks - By the end of Grade 5, students will:

- 1 – 1 Access and navigate within a program/website
- 1 – 2 Save files over a network
- 1 – 3 Access files on a server
- 1 – 4 Enter, edit and format text in a document; import graphics (*MS Word, Publisher*)
- 1 – 5 Enter data into a spreadsheet – format and create a chart (*Excel*)
- 1 – 6 Use software to write documents (e.g. letters, essays, *Microsoft Word*)
- 1 – 7 Use databases to collect, organize (formulas) and interpret data (*Excel*)
- 1 – 8 Use software to create multimedia presentations (e.g. *MS PowerPoint, PhotoStory, Windows MovieMaker*)
- 1 – 9 Touch-type alpha keys
- 1 – 10 Increase typing speed (*Type to Learn 3*)

Strand 2 – Digital Citizenship

Standard 2 – Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.

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Benchmarks - By the end of Grade 5, students will:

- 2 – 1 Work independently when using technology
- 2 – 2 Practice safe and responsible use of hardware, software and network
- 2 – 3 Discuss and practice Internet safety rules
- 2 – 4 Practice responsible use of school network/saving to appropriate classroom folders on server
- 2 – 5 Practice responsible use of individual accounts on the school network

Strand 3 – Communication and Collaboration

Standard 3 – Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.

Benchmarks - By the end of Grade 5, students will:

- 3 – 1 Work cooperatively with peers when using technology to complete projects
- 3 – 2 Create a slide show to educate others about a topic using text and photos, clip art, original drawings, (e.g. *PowerPoint, PhotoStory*)
- 3 – 3 Create a published product to communicate a position - brochure, flier, card etc. (e.g. *MS Publisher*)
- 3 – 4 Use multimedia tools (e.g. *Power Point*) to present research on a topic

Strand 4 – Research and Information Fluency

Standard 4 – Students apply digital tools to gather, evaluate, and use information.

Benchmarks - By the end of Grade 5, students will:

- 4 – 1 Locate information effectively and efficiently online
- 4 – 2 Collect and organize information found online
- 4 – 3 Identify quality information online
- 4 – 4 Properly cite online sources in a bibliography using a digital tool (e.g. www.easybib.com)
- 4 – 5 Use multimedia tools to present information from research
- 4 – 6 Use Elementary Library research tools
- 4 – 7 Use websites/software to develop reading and writing skills

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Strand 5 – Critical Thinking, Problem Solving and Decision Making

Standard 5 - Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.

Benchmarks - By the end of Grade 5, students will:

- 5 – 1 Use databases/spreadsheets to collect, organize and interpret data (e.g. *Excel for scientific data*)
- 5 – 2 Use software to create infographics to show relationships and analyze information (*graphic organizers, timelines, etc.*)
- 5 – 3 Use software to organize / analyze data (e.g. *Kidspiration, MS Word charts, etc.*)
- 5 – 4 Apply technology to real-world situations

Strand 6 – Creativity and Innovation

Standard 6 – Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.

Benchmarks - By the end of Grade 5, students will:

- 6 – 1 Create original art with computers (MS Paint, Google SketchUp, etc.)
- 6 – 2 Explore different types of technology tools, apps, and websites for creating original products