Library Media & Information Technology Literacy Elementary Curriculum

Reflective of the Wisconsin Standards for Information Technology Literacy

Revised 2019
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<td>放置 培養和選擇適當的數位工具，基於必要的技術操作概念，包括故障排除，以導師的支援為基礎（EL2.a.2.i）</td>
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Uses digital or other print media resources provided by the educator to find information, engage in exploration and research topics and/or prepare for writing (KC1.a.5.i)

Explores basic strategies to evaluate digital resources to discuss credibility and information accuracy with educator support (KC1.b.3.i)

When choice is provided by the educator, selects resources to support the learning process. (KC2.a.2.i)

Selects and utilizes educator-provided sources to assist in the production of creative products (including but not limited to narrative products from Units of Study) (KC2.a.2.i)

Organize information from a variety of educator-selected resources and makes connections between resources (KC1.c.2.i)

Utilize prior and background knowledge as applicable to learning process (KC2.b.3.i)

When building knowledge in curriculum areas, as applicable, connects learning to age-appropriate real-world issues and problems (KC2.b.4.i)

Follows teacher-provided research process applicable to the assignment and resource.

  ❑ Gathers information on an assigned topic
  ❑ Takes notes to help in organizing information
  ❑ Copies selected information and/or image from website(s) and documents the original source of the material for citation

DIGITAL CITIZEN (DC)

DC1 - Students recognize the rights, responsibilities, and opportunities for living, learning, and working in an interconnected digital world.

  ❑ Identify information that should not be shared online because it is private and personal (DC1.a.4.i)
  ❑ Identify the traits of a positive and negative online identity (DC1.a.5.i)
  ❑ Recognize that photos can be altered digitally and identify the pros and cons of alteration (DC1.a.6.i)
  ❑ Utilize strong and secure passwords to protect private account information (DC1.b.4.i)
  ❑ Demonstrate an understanding of what personal data is, how to keep it private, and how it might be shared online (DC1.b.5.i)
  ❑ Understands how information put online creates a digital footprint and can leave a “trail” online (digital footprint) (DC1.a.5.i)
  ❑ Seek trusted adult if a website or message asks for any personal information and begin to identify inappropriate content (DC1.b.3.e)
  ❑ Identify types of information and communication that can put a person at risk online (DC1.b.6.i)

DC2 - Students will demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.

  ❑ Recognize differences among content consumption, creation and remixing (DC2.a.2.i)
  ❑ Understands basic concepts of plagiarism and copyright protections (DC2.b.2.i)
  ❑ Participate responsibly and respectfully in a digital community (DC2.c.5.i)
  ❑ Identify and create positive and constructive feedback (DC2.c.6.i)
  ❑ Identify guidelines for acceptable use of Internet and other resources (DC2.a.1.e)

LITERATURE APPRECIATION / RECREATIONAL READING

  ❑ Experiences a variety of books and authors including but not limited to genres and themes allocated to that grade level per district curriculum
  ❑ Finds and chooses reading material based on different criteria (author, topic, interest, etc) and/or simply to inspire a love for reading
  ❑ Independently uses the online library catalog
  ❑ Understands the Dewey Decimal System and utilizes call numbers and alphabetical order organization to find non-fiction book
## CURRICULAR INTEGRATION

### EMPOWERED LEARNER (EL)

**EL2 - Students understand the fundamental concepts of technology operations and demonstrate the ability to use and troubleshoot current technology.**

- Explore a variety of digital tools and use a tool that will support learning with educator guidance (EL2.a.2.i)
- Support for digital applications utilized within Units of Study ELA curriculum and/or technology integration to support other curriculum areas
- Troubleshoots basic issues and collaborates with peers and/or teacher appropriately (EL2.a.2.i)

**EL3 - Students are able to transfer knowledge to explore emerging technologies.**

- Transfers learning between digital tools and learning environments (EL.3.a.2.i)

### CREATIVE COMMUNICATOR (CC)

**CC1 - Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.**

- Evaluate and utilize the features and functions of a variety of digital tools for producing new creations or communications with educator support (CC1.a.2.i)
- Creates / publishes digital product or piece to communicate ideas clearly (CC1.c.2.i)
- Produces grade-level amount of digital text in time allocated with grade level writing stamina
- Demonstrates grade-level keyboarding techniques and skills with growing efficiency
- Uses spell check, monitoring suggested substitution
- Recognizes grammar suggestions (blue line) and attempts grammatical corrections

**CC2 - Students publish and present content customized for their audience(s), purpose, and task.**

- When integrating technology in curriculum areas, recognize the impact of the audience, purpose, and task when publishing and presenting content (CC2.a.2.i)

### INNOVATION / CREATIVITY

### INNOVATIVE DESIGNER (ID)

**ID.1 - Students use a variety of digital tools and resources to identify and solve authentic problems using design thinking.**

- Identify (what is the problem?) and describe problems or challenges (why is it a problem or challenge?) with educator support. (ID1.a.2.i)
- Demonstrate perseverance when working with an open-ended problem or completing a challenging task. (ID1.b.2.i)

**ID.2 - Students use a variety of technologies within a design process to create new, useful, and imaginative solutions.**

- Explores and practices how a design process works to generate ideas, consider solutions and create plans to solve a problem with educator guidance using digital tools when appropriate (ID2.a.2.i)
- Experiences and reflects on the role that trial and error plays in the design process (ID2.c.2.i)

### IMC SKILLS / RESEARCH

### KNOWLEDGE CONSTRUCTOR (KC)

**KC1 - Students critically uses a variety of digital tools and diverse resources.**

- Explore and use different keyword searches such as using multiple words, synonyms, and alternative words and phrases; and begins to refine searches for desired results (KC1.a.4.i)
- Uses digital or other print media resources provided by the educator to find information, engage in exploration and research topics and/or prepare for writing (KC1.a.5.i)
- Explores basic strategies to evaluate digital resources to discuss credibility and information accuracy with educator support (KC1.b.3.i)
- When choice is provided by the educator, selects resources to support the learning process. (KC2.a.2.i)
Selects and utilizes educator-provided sources to assist in the production of creative products (including but not limited to narrative products from Units of Study) (KC2.a.2.i)

Organize information from a variety of educator-selected resources and makes connections between resources (KC1.c.2.i)

Utilize prior and background knowledge as applicable to learning process (KC2.b.3.i)

When building knowledge in curriculum areas, as applicable, connects learning to age-appropriate real-world issues and problems (KC2.b.4.i)

Follows teacher-provided research process applicable to the assignment and resource.
- Gathers information on an assigned topic
- Takes notes to help in organizing information
- Copies selected information and/or image from website(s) and documents the original source of the material for citation

DIGITAL CITIZEN (DC)

DC1 - Students recognize the rights, responsibilities, and opportunities for living, learning, and working in an interconnected digital world.
- Identify information that should not be shared online because it is private and personal (DC1.a.4.i)
- Relate positive behavior offline to positive behavior online (DC1.a.5.i)
- Recognize that photos can be altered digitally (DC1.a.6.i)
- Utilize strong and secure passwords to protect private account information (DC1.b.4.i)
- Recognizes how information put online creates a digital footprint and can leave a “trail” online (digital footprint) (DC1.b.5.i)
- Seek trusted adult if a website or message asks for any personal information and begin to identify inappropriate content (DC1.b.3.e)
- Identify types of information and communication that can put a person at risk online (DC1.b.6.i)

DC2 - Students will demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.
- Understands basic concepts of plagiarism and copyright protections (DC2.b.2.i)
- Participate responsibly and respectfully in a digital community (DC2.c.5.i)
- Identify and create positive and constructive feedback (DC2.c.6.i)
- Identify guidelines for acceptable use of Internet and other resources (DC2.a.1.e)

LITERATURE APPRECIATION / RECREATIONAL READING
- Understands literary awards and experiences honored texts
- Experiences a variety of books and authors including but not limited to genres and themes allocated to that grade level per district curriculum
- Finds and chooses reading material based on different criteria (author, topic, interest, etc) and/or simply to inspire a love for reading
- Understands and uses the online library catalog
- Understands the Dewey Decimal System and utilizes call numbers and alphabetical order organization to find non-fiction books
EMPOWERED LEARNER (EL)

**EL2 - Students understand the fundamental concepts of technology operations and demonstrate the ability to use and troubleshoot current technology.**

- Explore a variety of digital tools and use a tool that will support learning with educator guidance (EL2.a.2.i)
- Support for digital applications utilized within Units of Study ELA curriculum and/or technology integration to support other curriculum areas
- Attempts to troubleshoot when issues occur (caps lock, logging in, etc.) and seeks educator guidance appropriately

**EL3 - Students are able to transfer knowledge to explore emerging technologies.**

- Transfer learning between digital tools and learning environments (EL.3.a.2.i)

CREATIVE COMMUNICATOR (CC)

**CC1- Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.**

- Evaluate and utilize the features and functions of a variety of digital tools for producing new creations or communications with educator support (CC1.a.2.i)
- Create / publishes digital product or piece to communicate ideas clearly (CC1.c.2.i)
- Produces grade-level amount of digital text in time allocated with grade level writing stamina
- Demonstrates grade-level keyboarding techniques and skills with growing efficiency
- Uses spell check (red line), monitoring suggested substitution
- Recognizes grammar suggestions (blue line) and attempts grammatical corrections

**CC2- Students publish and present content customized for their audience(s), purpose, and task.**

- When integrating technology in curriculum areas, recognize the impact of the audience, purpose, and task when publishing and presenting content (CC2.a.2.i)

INNOVATION / CREATIVITY

INNOVATIVE DESIGNER (ID)

**ID.1 - Students use a variety of digital tools and resources to identify and solve authentic problems using design thinking.**

- Identify (what is the problem?) and describe problems or challenges (why is it a problem or challenge?) with educator support. (ID1.a.2.i)
- Demonstrate perseverance when working with an open-ended problem or completing a challenging task. (ID1.b.2.i)

**ID.2 - Students use a variety of technologies within a design process to create new, useful, and imaginative solutions.**

- Explores and practices how a design process works to generate ideas, consider solutions and create plans to solve a problem with educator guidance and uses digital tools as appropriate (ID2.a.2.i)
- Experiences a trial and error process through teacher modeling (ID2.c.2.i)

IMC SKILLS / RESEARCH

KNOWLEDGE CONSTRUCTOR (KC)

**KC1 - Students critically curate a variety of digital tools and diverse resources.**

- Explore and use different keyword searches and strategies (KC1.a.4.i)
- Use digital or other print media resources provided by the educator to find information, engage in exploration and research topics and/or prepare for writing (KC1.a.5.i)
- Utilizes educator-provided sources to assist in the production of creative products (including narrative products from Units of Study) (KC1.a.2.i)
- Follows teacher-provided research process applicable to the assignment and resource.
  - Gathers information on an assigned topic
  - Takes notes to help in remembering information
  - Copies selected information and/or image from website(s) and documents the original source of the material for citation
DIGITAL CITIZEN (DC)

DC1 - Students recognize the rights, responsibilities, and opportunities for living, learning, and working in an interconnected digital world.

- Identify information that should not be shared online because it is private and personal (DC1.a.4.i)
- Relate positive behavior offline to positive behavior online (DC1.a.5.i)
- Utilize strong and secure passwords to protect private account information (DC1.b.4.i)
- Demonstrate an understanding of what personal data is, how to keep it private, and how it might be shared online (DC1.b.5.i)
- Recognizes how information put online creates a digital footprint and can leave a “trail” online (digital footprint) (DC1.a.1.e)
- Seek trusted adult if a website asks for any personal information and begin to identify inappropriate content (DC1.b.3.e)

DC2 - Students will demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.

- Identify guidelines for acceptable use of Internet and other resources.
- Demonstrate respect in social situations.
- Understands basic concept of plagiarism (DC2.b.2.i)
- Participate responsibly and respectfully in a digital community (DC2.c.5.i)

LITERATURE APPRECIATION / RECREATIONAL READING

- Understands literary awards and experiences honored texts
- Experiences a variety of books and authors including but not limited to genres and themes allocated to that grade level per district curriculum
- Finds and chooses reading material based on different criteria (author, topic, interest, etc) and/or simply to inspire a love for reading
- Understands and uses the online library catalog
- Understands the Dewey Decimal System and utilize call numbers and alphabetical order organization to find non-fiction books
# CURRICULAR INTEGRATION

## EMPOWERED LEARNER (EL)

**EL2 - Students understand the fundamental concepts of technology operations and demonstrate the ability to choose, use and troubleshoot current technology.**

- Explore a variety of digital tools
- Select/use a tool that will support learning with educator guidance (EL2.a.1.e)
- Support for digital applications utilized within Units of Study ELA curriculum and/or technology integration to support other curriculum areas

**EL3 - Students are able to transfer knowledge to explore emerging technologies.**

- Recognize similarities and transfer learning between digital tools (fundamental operations - keyboard, login, screen navigation, accessing saved files, etc.) (EL.3.a.1.e)

## CREATIVE COMMUNICATOR (CC)

**CC1 - Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.**

- Use age-appropriate digital tools for producing new creations or published communications with educator guidance (CC1.a.1.e)
- Produces grade-level amount of digital text in time allocated
- Has awareness of basic keyboarding techniques and skills
- Uses spell check, monitoring suggested substitution

## INNOVATION / CREATIVITY

## INNOVATIVE DESIGNER (ID)

**ID.1 - Students use a variety of digital tools and resources to identify and solve authentic problems using design thinking.**

- Create a plan to address a given problem or challenge. (ID1.a.1.e)
- Demonstrate perseverance when working to complete a challenging task. (ID1.b.1.e)

**ID.2 - Students use a variety of technologies within a design process to create new, useful, and imaginative solutions.**

- Ask questions to seek understanding and suggest possible solutions. (ID2.a.1.e)
- Understand a basic design process for generating ideas, testing theories and creating solutions. (ID2.a.1.e)

## IMC SKILLS / RESEARCH

## KNOWLEDGE CONSTRUCTOR (KC)

**KC1 - Students critically curate a variety of digital tools and diverse resources.**

- Utilize knowledge of alphabet to search and use databases; use basic keyboard search techniques to locate information. (KC1.a.1.e)
- Use digital or other print media resources provided by the educator to find information, engage in skills practice, explore topics of interest and/or prepare for writing (KC1.a.2.e)
- Follows teacher-provided research process applicable to the assignment and resource.
  - Gathers information on an assigned topic
  - Takes notes to help in remembering information
  - Copies selected information and/or image from website(s) and documents the original source of the material

## DIGITAL CITIZEN (DC)

**DC1 - Students recognize the rights, responsibilities, and opportunities for living, learning, and working in an interconnected digital world.**

- Relate positive behavior offline to positive behavior online (DC1.a.2.e)
- Understand the functions of usernames and passwords (DC1.b.1.e)
- Recognize how personal information creates your identity (DC1.b.2.e)
- Recognizes how information put online creates a digital footprint and can leave a “trail” online (digital footprint) (DC1.a.1.e)
Seek trusted adult if a website asks for any personal information and begin to identify inappropriate content (DC1.b.3.e) 

DC2 - Students will demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.
- Identify guidelines for acceptable use of Internet and other resources.
- Demonstrate respect in social situations.

LITERATURE APPRECIATION / RECREATIONAL READING

- Understands literary awards and experiences honored texts
- Experiences a variety of books and authors including but not limited to genres and themes allocated to that grade level per district curriculum
- Finds and chooses reading material based on different criteria (author, topic, interest, etc) and/or simply to inspire a love for reading
## Curricular Integration

### Empowered Learner (EL)

**EL2 - Students understand the fundamental concepts of technology operations and demonstrate the ability to use current technology.**
- Explores a variety of digital tools to support learning with educator guidance (EL2.a.1.e)
- Utilizes digital applications within Units of Study (ELA curriculum) and/or other curriculum areas

**EL3 - Students are able to transfer knowledge to explore emerging technologies.**
- Recognize similarities and transfer learning between digital tools (fundamental operations - keyboard, login, screen navigation, accessing saved files, etc.) (EL.3.a.1.e)

### Creative Communicator (CC)

**CC1 - Students express themselves creatively for a variety of purposes using the tools, formats and digital media selected by the teacher appropriate to the learning goals.**
- Use age-appropriate digital tools for producing new creations or published communications with educator guidance (CC1.a.1.e)
- Demonstrates growing keyboard awareness

### Innovation / Creativity

#### Innovative Designer (ID)

**ID.1 - Students are exposed to a variety of digital tools and resources to develop growing awareness of design thinking.**
- Engages in unstructured exploration/play to solve a given problem with teacher prompting and support. (ID1.a.1.e)
- Experiences open-ended, creative exploration to engage in early, age-appropriate design thinking.
- Shows willingness to engage in an age-appropriate challenge or task. (ID1.b.1.e)

**ID.2 - Students observe and experience the design process to create imaginative solutions.**
- Through teacher modeling, experiences questioning to seek understanding and explores possible solutions. (ID2.a.1.e)
- Observes teacher modeling of basic design process (generating ideas, testing theories and creating solutions) and engages in teacher-constructed, age-appropriate application (ID2.a.1.e)

### IMC Skills / Research

#### Knowledge Constructor (KC)

**KC1 - Students use a variety of digital tools and diverse resources.**
- Utilizes knowledge of alphabet to search and use databases; use basic keyboard search techniques to locate information. (KC1.a.1.e)
- Uses digital or other print media resources provided by the educator to find information, engage in skills practice, explore topics of interest and/or prepare for writing (KC1.a.2.e)
- Follows teacher-provided research process applicable to the assignment and resource.
  - Gathers information on an assigned topic
  - Takes notes to help in remembering information
  - Copies selected information and/or image from website(s)

#### Digital Citizen (DC)

**DC1 - Students experience learning and working in a digital platform.**
- Uses username and password to access an application (DC1.b.1.e)
- Seeks trusted adult if he/she encounters inappropriate content (DC1.b.3.e).

**DC2 - Students will demonstrate an understanding of and respect for technology equipment and applications.**
- Understands and demonstrates acceptable use of resources.

### Literature Appreciation / Recreational Reading

- Experiences a variety of books and authors including but not limited to genres and themes allocated to that grade level per district curriculum
- Chooses interest-based reading material to inspire a love for reading
- Understands how fiction books are arranged in the IMC (alphabetical order by authors)
- Identifies and uses the basic parts of a book (cover, spine, title page (title/author/illustrator)
### CURRICULAR INTEGRATION

**EMPOWERED LEARNER (EL)**

*EL2 - Students understand the fundamental concepts of technology operations and demonstrate the ability to use current technology.*
- Explores a variety of digital tools that will support learning with educator guidance (EL2.a.1.e)
- Utilizes digital applications within Units of Study (ELA curriculum) and/or other curriculum areas

*EL3 - Students are able to transfer knowledge to explore emerging technologies.*
- Recognize similarities and transfer learning between digital tools (fundamental operations - mouse, keyboard entry - essential keys, login, screen navigation, etc.) (EL.3.a.1.e)

**CREATIVE COMMUNICATOR (CC)**

*CC1 - Students express themselves creatively for a variety of purposes using the tools, formats and digital media selected by the teacher appropriate to the learning goals.*
- Use age-appropriate digital tools for producing new creations or published communications with educator guidance (CC1.a.1.e)

### INNOVATION / CREATIVITY

**INNOVATIVE DESIGNER (ID)**

*ID.1 - Students are exposed to a variety of digital tools and resources to develop early awareness of design thinking.*
- Engages in unstructured exploration/play to solve a given problem with teacher prompting and support. (ID1.a.1.e)
- Experiences open-ended, creative exploration to build a future foundation of design thinking.
- Shows willingness to engage in an age-appropriate challenge or task. (ID1.b.1.e)

### IMC SKILLS / RESEARCH

**KNOWLEDGE CONSTRUCTOR (KC)**

*KC1 - Students use a variety of digital tools and diverse resources.*
- Uses digital resources provided by the educator to engage in skills practice and explore topics of interest (KC1.a.2.e)

**DIGITAL CITIZEN (DC)**

*DC1 - Students experience working in a digital platform.*
- Understand the concept of username and password to access an application (DC1.b.1.e)

*DC2 - Students will demonstrate an understanding of and respect for technology equipment and applications.*
- Understands and demonstrates acceptable use of resources.

### LITERATURE APPRECIATION / RECREATIONAL READING

- Experiences a variety of books and authors including but not limited to genres and themes allocated to that grade level per district curriculum
- Chooses reading material to inspire a love for reading