

Grade 4 Technology Curriculum

Keyboarding	<ul style="list-style-type: none"> ● Proper fingering technique ● Proper posture ● 15 wpm
Communication and Collaboration	<ul style="list-style-type: none"> ● Various methods of electronic collaborative sharing ● URL guides ● Virtual communities ● Cross-curricular projects
Ethics and Digital Citizenship	<ul style="list-style-type: none"> ● Proper online behavior ● Cyberbullying ● Appropriate use of copyrighted material
Technology Operations and Concepts	<ul style="list-style-type: none"> ● Word processing applications ● Presentation applications ● Spreadsheet applications ● Effective file management ● Basic network components ● Basic troubleshooting tasks ● Digital media tools (camera, video)
Creativity and Innovation	<ul style="list-style-type: none"> ● New ideas, products or processes ● Original works ● Technology skills to real world situations
Critical-thinking, Problem-solving, Decision-making	<ul style="list-style-type: none"> ● Technology tools to solve problems ● Appropriate tools to conduct research ● Technology tools to model a process ● Beginning proficiency in coding/computer programming
Research and Information Fluency	<ul style="list-style-type: none"> ● Locate, organize, analyze and ethically use information from pre selected sources ● Identify origin of sources

Grading Policy for Technology Class

The student's best work will always come from an interest and engagement in the class. The student's work will be evaluated based on these criteria:

S	(80-100)	Consistently superior quality. Work completed exceeds expectations. Active interest and engagement in class discussion with insightful and respectful input.
N	(70-79)	Completion of the assignments within minimum expectations. Some marked participation in class.

U	(69 or below)	Not all assignments completed properly. No effort. Disruptive behavior. Lack of participation.
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