Technology Applications
TEKS Checklist - 3rd Grade

Third: Required - Online Safety (Digital Citizenship Strand)			
Date	**Learning.com Lesson**	**TEK Number**	**Time**
	Hays AUA	5A, 5B, 5D, 5F, 5G	30
	Inappropriate Content Discussion	5A, 5F, 5G	30
	Address this TEK during lessons on research and creating documents.	5C	
	Safekeeping Personal Information Discussion	5D, 5F, 5G	30
	Texting Safety Discussion	5D, 5G	30
	Cyberbullying for 3-5	5E, 5F	15
	Open Communication Discussion	5F	30
Third: Tech Operations and Concepts			
Date	**Learning.com Lesson**	**TEK Number**	**Time**
	Network Basics	6A, 6C	12
	Printer	6A, 6C, 6D	9
	Scanner	6A, 6C	6
	Idea Webs	6A	12
	Basic Components	6A	15
	Browsing and URLs	6A	15
	Keyword Searches	6A	15
	Desktop	6B	12
	Toolbars and Menus	6D	12
	Home Row	6E	13
	Upper Row	6E	14
	Lower Row	6E	13
	Shift Key	6E	22
	Number Row	6E	12
	Drill 1	6E	12
	Drill 2	6E	12
	Prescriptive Keyboarding	6E	30
Third: Creativity and Innovation			
Date	**Learning.com Lesson**	**TEK Number**	**Time**
	These TEKS will be met each time students create products using a computer.	1A, 1B	
	There are a variety of virtual environments and simulations available. The Tools section of STEM Scopes has a list of simulations for students. For more examples and ideas: http://www.learn4good.com/games/simulation.htm	1C	

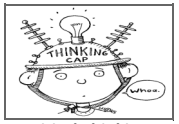
Discussions can be completed in the classroom.

Technology Applications
TEKS Checklist - 3rd Grade

Third: Communication and Collaboration			
Date	**Learning.com Lesson**	**TEK Number**	**Time**
	Audience and Media Discussion	2B	30
	Formatting Text	2B	15
	Word Processing Basics Unit Quiz	2F	15
	Page Layout	2F	10
	Formats and Outlining	2F	12
	Creating and Organizing Content	2B, 2F	11
	Idea Webs	2F	12
	Hays: Communicate Specific Audiences	2A	15
	Hays: Create, Save and Evaluate a Project	2A, 2B, 2E, 2F	60
	There are a variety of collaborative tools available to teachers to use with students, such as: Google Apps, Blogs, Wall Wisher, Type with Me, and ePals. Remember to follow district policy when using collaboration tools with students.	2C, 2D	
Third: Research and Information Fluency			
Date	**Learning.com Lesson**	**TEK Number**	**Time**
	Keyword Searches	3A, 3B, 3C, 3D	15
	Sourcing and Ethics	3A, 3C	15
	Databases: Search and Filter	3A, 3B	11
Third: Critical Thinking, Problem Solving, and Decision Making			
Date	**Learning.com Lesson**	**TEK Number**	**Time**
	Parts of a Spreadsheet	4B	9
	Cell Formatting	4B	12
	Columns and Rows	4B	10
	Tables and Data	4B	10
	Spreadsheet Basics Unit Quiz	4B	15
	Sourcing and Ethics	3C, 4D	15
	Better Safe Than Sorry	4D	45
	These TEKs will be addressed with any student created product in the computer lab.	4A, 4C	

Discussions can be completed in the classroom.

3-5 Tech Apps

Strand	Knowledge and Skill	Student Expectation
 Creativity and Innovation	**1. The student uses creative thinking and innovative processes to construct knowledge and develop digital products. The student is expected to:**	(A) create original products using a variety of resources; (B) analyze trends and forecast possibilities, developing steps for the creation of an innovative process or product; and (C) use virtual environments to explore systems and issues.
 Communication and Collaboration	**2. The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to:**	(A) draft, edit, and publish products in different media individually and collaboratively; (B) use font attributes, color, white space, and graphics to ensure that products are appropriate for multiple communication media, including monitor display, web, and print; (C) collaborate effectively through personal learning communities and social environments; (D) select and use appropriate collaboration tools; (E) evaluate the product for relevance to the assignment or task; and (F) perform basic software application functions, including opening applications and creating, modifying, printing, and saving files.
 Research and Information Fluency	**3. The student acquires and evaluates digital content. The student is expected to:**	(A) use various search strategies such as keyword (s); the Boolean identifiers and, or, and not; and other strategies appropriate to specific search engines; (B) collect and organize information from a variety of formats, including text, audio, video, and graphics; (C) validate and evaluate the relevance and appropriateness of information; and (D) acquire information appropriate to specific tasks.
 Critical Thinking, Problem Solving and Decision Making	**4. The student researches and evaluates projects using digital tools and resources. The student is expected to:**	(A) identify information regarding a problem and explain the steps toward the solution; (B) collect, analyze, and represent data to solve problems using tools such as word processing, databases, spread sheets, graphic organizers, charts, multimedia, simulations, models, and programming languages; (C) evaluate student-created products through self and peer review for relevance to the assignment or task; and (D) evaluate technology tools applicable for solving problems.
 Digital Citizenship	**5. The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:**	(A) adhere to acceptable use policies reflecting positive social behavior in the digital environment; (B) respect the intellectual property of others; (C) abide by copyright law and the Fair Use Guidelines for Educational Multimedia; (D) protect and honor the individual privacy of oneself and others; (E) follow the rules of digital etiquette; (F) practice safe, legal, and responsible use of information and technology; and (G) comply with fair use guidelines and digital safety rules.
 Technology Operations and Concepts	**6. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:**	(A) demonstrate an understanding of technology concepts, including terminology for the use of operating systems, network systems, virtual systems, and learning systems appropriate for Grades 3-5 learning; (B) manipulate files using appropriate naming conventions; file management, including folder structures and tagging; and file conversions; (C) navigate systems and applications accessing peripherals both locally and remotely; (D) troubleshoot minor technical problems with hardware and software using available resources such as online help and knowledge bases; and (E) use proper touch keyboarding techniques and ergonomic strategies such as correct hand and body positions and smooth and rhythmic keystrokes.