

Catholic Identity Standards

4.0 The student understands and integrates the content of what is learned into their faith and daily life.

Ways to Grow

- 4.0A recognize that every human life is sacred because each person is created and loved by God
- 4.0B describe ways to take part in/be responsible to the community by discerning and using our God-given gifts
- 4.0C recognize and oppose unjust social structures and work toward justice for all
- 4.0D see God at work in all things and as expressed in the sacraments
- 4.0E connect scripture, tradition, and the models of Mary and the saints to guide, grow, and deepen faith

Computational Thinking

4.1 The student explores the core concepts of computational thinking, a set of problem-solving processes that involve decomposition, pattern recognition, abstraction, and algorithms.

Applied Standards		Supporting Standards	
4.1A	decompose story problems into smaller, manageable subproblems and discuss and document various solutions to the problems	4.1B	identify patterns in story problems and make predictions based on the pattern
4.1C	communicate design plans and solutions using a variety of options		
4.1D	debug algorithms (set of procedures) by identifying and removing errors		

Computational Thinking

4.2 The student applies the fundamentals of computer science.

4.2A	use variables within a program to modify data		
4.2B	use a design process to create programs that include sequences, loops, and conditionals to express ideas or address a problem		

Creativity and Innovation

4.3 The student takes an active role in learning by using a design process to solve authentic problems for a local or global audience, using a variety of technologies

4.3B	apply an appropriate design process that includes components to improve processes and refine original products for authentic problems	4.3A	explain the importance of and demonstrate personal skills and behaviors, including problem solving and questioning, effective communication, following directions, mental agility, and metacognition, that are needed to implement a design process successfully
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Creativity and Innovation

4.4 The student demonstrates an understanding that technology is dynamic and impacts different communities

4.4A	identify examples of emerging technologies		
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Data Literacy, Management, and Representation

4.5 The student uses digital strategies to collect and identify data.

4.5A	classify numerical and non-numerical data		
4.5B	identify and collect data by using various search strategies, including two or more keywords within specific parameters		

Snapshot – Grade 4 Technology Applications

Data Literacy, Management, and Representation

4.6 The student uses data to answer questions.

4.6A use digital tools to transform and make inferences about data to answer a question

Data Literacy, Management, and Representation

4.7 The student communicates data through the use of digital tools to inform an audience.

4.7A use digital tools to communicate results of an inquiry to inform an intended audience

Digital Citizenship

4.8 The student understands different styles of digital communication and that a student's actions online can have a long-term impact.

4.8A describe how information retained online creates a permanent digital footprint

4.8C demonstrate appropriate digital etiquette for various forms of digital collaboration such as shared documents, video conferencing, and other platforms

4.8B describe appropriate digital etiquette for various forms of digital communication such as text, email, and online chat

Digital Citizenship

4.9 The student recognizes and practices responsible, legal, and ethical behavior while using digital tools and resources.

4.9A demonstrate adherence to local acceptable use policy (AUP) and explain the importance of responsible and ethical technology use

4.9C create citations for digital forms of media with assistance

4.9B describe the rights and responsibilities of a creator, define copyright law, and explain how copyright law applies to creative work

Digital Citizenship

4.10 The student practices safe, legal, and ethical digital behaviors to become a socially responsible digital citizen.

4.10A demonstrate account safety, including creating a strong password and logging off devices, and explain the importance of these practices

4.10C discuss and explain how to respond to cyberbullying, including advocating for self and others

4.10B identify and discuss types of data collection tools such as cookies, pop-ups, smart devices, and unsecured networks and explain why it is important to maintain digital privacy

Practical Technology Concepts

4.11 The student engages with technology systems, concepts, and operations

4.11A evaluate and choose applications for relevance to an assigned task

4.11B perform software application functions such as outline options, bulleting, and numbering lists, and perform editing functions such as finding and replacing

Practical Technology Concepts

4.12 The student selects appropriate methods or techniques for an assigned task and identifies and solves simple hardware and software problems using common troubleshooting strategies.

4.12A communicate an understanding of terminology related to virtual systems such as video conferencing, augmented reality, and virtual reality environments

4.12B evaluate where and how to save, including the use of appropriate naming conventions and effective file management strategies and folder structures

Snapshot – Grade 4 Technology Applications



4.12C	demonstrate proper touch keyboarding techniques with speed and accuracy and ergonomic strategies such as correct hand and body positions	4.12D	identify and practice using cross-curricular symbols or other input device shortcuts on a keyboard
4.12E	use troubleshooting strategies to solve minor technical problems with hardware and software such as restarting software or rebooting hardware		