

Catholic Identity Standards

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

Ways to Grow

- 6.0A recognize that every human life is sacred because each person is created and loved by God
- 6.0B describe ways to take part in/be responsible to the community by discerning and using our God-given gifts
- 6.0C recognize and oppose unjust social structures and work toward justice for all
- 6.0D see God at work in all things and as expressed in the sacraments
- 6.0E connect scripture, tradition, and the models of Mary and the saints to guide, grow, and deepen faith

Computational Thinking

6.1 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	
6.1A	decompose real-world problems into structured parts by using visual representation	6.1B	analyze the patterns and sequences found in visual representations such as learning maps, concept maps, or other representations of data
6.1C	define abstraction and distinguish between generalized information and specific information in the context of solving a problem or completing a task		
6.1D	design a plan collaboratively using visual representation to document a problem, possible solutions, and an expected timeline for the development of a coded solution		
6.1E	analyze different techniques used in debugging and apply them to an algorithm		
6.1F	analyze the benefits of using iteration (code and sequence repetition) in algorithms		

Computational Thinking

6.2 The student applies the fundamentals of computer science

6.2A	define and label variables that relate to their programming or algorithm		
6.2B	use a design process to create block-based and text-based programs that include sequences, loops, conditionals, and events to solve an everyday problem		

Creativity and Innovation

6.3 The student takes an active role in learning by using a design process and creative thinking to develop and evaluate solutions, considering a variety of local and global perspectives.

6.3B	discuss and implement a design process using digital tools to compare, contrast, and evaluate student-generated outcomes	6.3A	resolve challenges in design processes independently using goal setting and personal character traits such as demonstrating courage and confidence
		6.3C	identify how the design process is used in various industries

Creativity and Innovation

6.4 The student demonstrates a thorough understanding of the role of technology throughout history and its impact on societies.

6.4A	discuss how changes in technology throughout history have impacted various areas of study		
6.4B	discuss how global trends impact the development of technology		
6.4C	transfer current knowledge to the learning of newly encountered technologies		

Snapshot – Grade 6 Technology Applications

Data Literacy, Management, and Representation

6.5 The student uses advanced digital strategies to collect and represent data.

6.5A demonstrate how data can be represented in Boolean expression

6.5B discuss and use advanced search strategies, including keywords, Boolean operators, and limiters

Data Literacy, Management, and Representation

6.6 The student uses digital tools to transform data, make inferences, and predictions.

6.6A use digital tools to transform data in order to identify and discuss trends and make inferences

Data Literacy, Management, and Representation

6.7 The student creates digital products to communicate data to an audience for an intended purpose.

6.7A use digital tools to communicate and display data from a product or process to inform an intended audience

Digital Citizenship

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

6.8A identify the impact of a digital footprint

6.8C collaborate on digital platforms such as recording a video conference presentation using appropriate formal and informal digital etiquette

6.8B create formal and informal digital communications using appropriate digital etiquette

Digital Citizenship

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

6.9A adhere to local acceptable use policy (AUP) and practice safe, ethical, and positive online behaviors

6.9C create citations and cite sources for a variety of digital forms of intellectual property

6.9B discuss and define intellectual property and associated terms, including copyright law, permission, fair use, creative commons, open source, and public domain

6.9D describe how information can be exaggerated or misrepresented online

Digital Citizenship

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

6.10A identify real-world cybersecurity problems such as phishing, malware, password attacks, identity theft, and hacking

6.10B identify various methods of cyberbullying such as harassment, impersonation, and cyberstalking

Practical Technology Concepts

6.11 The student evaluates and selects appropriate methods or techniques for an independent project and identifies and solves common hardware and software problems using troubleshooting strategies.

6.11A create and design files in various formats such as text, graphics, video, and audio files

Snapshot – Grade 6 Technology Applications

Practical Technology Concepts		
6.12	The student leverages technology systems, concepts, and operations to produce digital artifacts.	
6.12A	apply appropriate technology terminology such as cloud applications, input, output, and basic programming	
6.12B	identify effective file management strategies such as file naming conventions, local and remote locations, backup, hierarchy, folder structure, file conversion, tags, and emerging digital organizational strategies	6.12G identify types of local and remote data storage such as cloud architecture or local server
6.12C	select and use the appropriate platform and tools to complete a specific task or project	
6.12D	demonstrate improvement in speed and accuracy as measured by words per minute when applying correct keyboarding techniques	6.12E select and use appropriate shortcuts within applications
6.12F	use help sources to research application features and solve software issues	
6.12H	use productivity tools found in spread sheet, word processing, and publication applications to create digital artifacts such as reports, graphs, and charts	