ICT Curriculum: 4–6 Digital Literacy Outcomes



Digital Citizenship				
Grade 4	Grade 5	Grade 6		
Safety and Privacy				
interact with awareness and empathy when using technology	interact with awareness and empathy when using technology	interact with awareness and empathy when using technology		
identify impacts of excessive screen time and create and follow a personal plan around screen time	identify impacts of excessive screen time and create and follow a personal plan around screen time	identify impacts of excessive screen time and create and follow a personal plan around screen time		
recognize and discuss how inappropriate technology use affects themselves and others	recognize and discuss how inappropriate technology use affects themselves and others	recognize and discuss how inappropriate technology use affects themselves and others		
manage their personal data to maintain digital privacy and security of themselves and respect the privacy boundries of others	manage their personal data to maintain digital privacy and security and are aware of datacollection technology used to track their navigation online	manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online		
Ethical Use and Social Interactions				
cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.	cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world	cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world		
consider how decisions around the future use of technology can have unintended or unexpected consequences	consider how decisions around the future use of technology can have unintended or unexpected consequences	consider how decisions around the future use of technology can have unintended or unexpected consequences		
demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property	demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property, including simple citations	demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property, including simple citations		
Empowered Learner (personal/career development)				
customize their digital learning environments in ways that support the learning process	customize their digital learning environments in ways that support the learning process	customize their digital learning environments in ways that support the learning process		
use technology to seek feedback that informs and improves their practice	use technology to seek feedback that informs and improves their practice	use technology to seek feedback that informs and improves their practice		
demonstrate the ability to choose, use and troubleshoot current technologies	demonstrate the ability to choose, use and troubleshoot current technologies	demonstrate the ability to choose, use and troubleshoot current technologies		

Digital Citizenship				
Grade 4	Grade 5	Grade 6		
Global Collaborator				
brainstorm and create ways to improve the accessibility and usability of technology products for the diverse needs and wants of users	brainstorm and create ways to improve the accessibility and usability of technology products for the diverse needs and wants of users	Brainstorm and create ways to improve the accessibility and usability of technology products for the diverse needs and wants of users		
discuss computing technologies that have changed the world, and express how those technologies influence, and are influenced by, cultural practices	discuss computing technologies that have changed the world, and express how those technologies influence, and are influenced by, cultural practices	Discuss computing technologies that have changed the world, and express how those technologies influence, and are influenced by, cultural practices		

Design Thinking				
Grade 4	Grade 5	Grade 6		
Knowledge Constructor (Critical Thinker)				
will be expected to search and evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources	be expected to search and evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources	be expected to search and evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources		
with teacher support, students will develop skills to plan and employ effective research strategies to locate information and other resources	develop skills to plan and employ effective research strategies to locate information and other resources	develop skills to plan and employ effective research strategies to locate information and other resources		
using technology, build knowledge by actively exploring real-world issues and problems, developing ideas and pursuing answers and solutions	using technology, build knowledge by actively exploring real-world issues and problems, developing ideas and pursuing answers and solutions	Using technology, build knowledge by actively exploring real-world issues and problems, developing ideas and pursuing answers and solutions		
Creative Communicator				
will communicate, with teacher support, information and ideas effectively to intended audiences using a variety of digital tools	be expected to communicate, information and ideas effectively to intended audiences using a variety of digital tools	be expected to communicate, information and ideas effectively to intended audiences using a variety of digital tools		
use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints	use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints	use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints		
Innovative Designer				
understand and demonstrate how to choose the most effective tool for the intended audience	understand and demonstrate how to choose the most effective tool for the intended audience	understand and demonstrate how to choose the most effective tool for the intended audience		
plan, develop, test and refine prototypes as part of a cyclical design process.	plan, develop, test and refine prototypes as part of a cyclical design process.	plan, develop, test and refine prototypes as part of a cyclical design process.		
be expected to use grade-appropriate digital tools to plan, organize and create products both individually and collaboratively	be expected to use grade-appropriate digital tools to plan, organize and create products both individually and collaboratively	be expected to use grade-appropriate digital tools to plan, organize and create products both individually and collaboratively		

Computational Thinking/Technology Fluency					
Grade 4	Grade 5	Grade 6			
Competencies					
be expected to use grade appropriate ICT terminology	be expected to use grade appropriate ICT terminology	be expected to use grade appropriate ICT terminology			
be expected to use grade appropriate technology skills	be expected to use grade appropriate technology skills	be expected to use grade appropriate technology skills			
Data and Analysis	Data and Analysis				
with teacher assistance, students break complex problems into smaller parts and extract key information to facilitate problem-solving.	break complex problems into smaller parts and extract key information to facilitate problem-solving.	break complex problems into smaller parts and extract key information to facilitate problem-solving			
collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making.	collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making	collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making			
compare and refine multiple programs for the same task and determine which is the most appropriate.	compare and refine multiple programs for the same task and determine which is the most appropriate	compare and refine multiple programs for the same task and determine which is the most appropriate			
Coding					
create programs that include sequences, events, loops, conditionals and variables	create programs that include sequences, events, loops, conditionals and variables	create programs that include sequences, events, loops, conditionals, variables, and functions			
modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features	modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features	modify, remix, or incorporate portions of an existing program into one's own work, to develop something new or add more advanced features			
debug (identify and fix) errors in an algorithm or program that includes sequences, simple loops, events, conditions or variables	debug (identify and fix) errors in an algorithm or program that includes sequences, simple loops, events, conditions or variables	debug (identify and fix) errors in an algorithm or program that includes sequences, simple loops, events, conditions, variables or functions			
communicate choices made during program development	communicate choices made during program development	communicate choices made during program development			