# Grade 3 Media Overview

Content Area: **Technology Literacy**
Course(s): **MEDIA-3**
Time Period:
Length: **Full Year**
Status: **Published**

## Course Overview

**COURSE SCOPE AND SEQUENCE**

| Sequential Unit Description: | Associated Standards | Other Pacing Guide References | Proficiency (Formative) Assessments |
|---|---|---|---|
| Unit 1: Revisiting the Media Center | | | |
| Essential Theme: Identifying rules and procedures of school library media center. | | | |
| Essential Question: Why is it necessary to follow rules and procedures when in the school library media center? | 3.1.5.H.1 8.1.4.D.2 8.1.5.D.4 8.1.5.A.1 8.1.8.D.1 | 4 initial lessons & ongoing | Students use the school library/media center resources appropriately and effectively. |
| Orientation/Class Rules | | | |
| Acceptable Use Policy | | | |
| Cyber Safety/Ethics, Usage | | | |
| Create personal passwords | | | |
| Type to Learn | | | |
| Destiny | | | |
| Location Skills/Dewey | | | |
| Unit 2: Exploring Media Resources | | | |
| Essential Theme: Identifying resources and how to use them critically, safely, and ethically. | 8.1.4.E.2 8.1.5.A.1 | 6 lessons & ongoing | Students navigate resources safely and critically. |
| Essential Question: What resources (digital and print) are available and how do you access those resources? Why do we need to use online sources | | | |

safely and ethically?

Encyclopedias (print/digital)

Online Databases

Website Exploration

Online Searching Techniques

Unit 3: Research

Essential Theme:  Locating, evaluating, and gathering resources, both print and digital, to meet research requirements.

| | | | |
|---|---|---|---|
| Essential Questions: How do we find the information we need?  Why is it necessary to use a variety of sources and properly cite them? | 3.1.5.H.1<br>3.1.5.H.4<br>3.5.5.B.7<br>8.1.4.A.1 | 4<br>Lessons<br>& ongoing | Students locate, critically evaluate, and cite information. |

Discuss the research process

Building background knowledge and developing appropriate research questions

Importance of copyright, citation, plagiarism.

Locating and citing information from research sources

Exploring databases

Unit 4: Word Processing

Essential Theme:  Develop word processing skills

| | | | |
|---|---|---|---|
| | 8.1.2.A.2 | | |
| Essential Question:  How can you use a word processor to present information? | 8.1.2.A.4<br>8.1.4.A.1<br>8.1.5.A.2 | 3-5 lessons<br>& ongoing | Students create a document with text formatting and graphics. |

Create, save and print a document with text formatting and graphics.

Unit 5: Digital Tools

| | | | |
|---|---|---|---|
| Essential Theme: Expanding students' capacity to use digital tools when presenting information. | 8.1.4.A.2 | | |
| | 8.1.4.A.3 | | |
| Essential Question: How can I use digital tools effectively? | 8.1.5.A.1 | 3-4 lessons & ongoing | Students use multimedia tools to create a project. |
| | 8.1.8.A.3 | | |
| Introduce digital tools (Wordle, Frames, Photostory, PowerPoint, Google Slides, etc.). | 8.1.8.A.4 | | |
| | 8.1.8.A.5 | | |
| Create a multimedia project using digital tools introduced. | | | |

Unit 6: Coding and STEM

| | | | |
|---|---|---|---|
| Essential Theme: Develop 21st century life skills like problem-solving, creativity, and collaboration using coding and engineering projects. | 8.2.8.B.1 | | |
| | 8.2.2.B.1 | | |
| | ISTE 1.c | | |
| | ISTE 2.d | | |
| Essential Question: How can I use technology to solve a problem? | ISTE 4.b | 10-12 | Students use technology to create a solution to a problem. |
| | ISTE 6.a | lessons | |
| -CODING: Code.org Course 2 (as cont'd from 2nd Grade) | ISTE 6.c | | |
| | ISTE 6.d | | |
| -STEM Projects: | | | |

Unit 7: Literature Exploration and Appreciation

| | | | |
|---|---|---|---|
| Essential Theme: Identify and appreciate various literary genres and award-winning books. | 3.1.5.H.1 | 2 lessons & ongoing | Students identify literary genres and award-winning books. Students will locate books for independent reading. |
| | 3.1.5.H.4 | | |

Essential Question: How can I find books I will

enjoy reading?

Literary Genres-Poetry

Book Awards

## Textbooks and Other Resources

## Standards

3.1.5.H.1 - Use library classification systems, print or electronic, to locate information.

3.1.5.H.4 -  Read independently and research topic using a variety of materials to satisfy personal, academic, and social needs and produce of evidence of reading.

3.5.5.B.7 - Understand the uses of technology (e.g., the Internet for research).

8.1.2.A.2 – Use technology terms in daily practice.

8.1.4.A.1 – Demonstrate effective input of text and data using an input device.

8.1.4.E.2 – Evaluate the accuracy of, relevance to, and appropriateness of using print and non-print electronic information sources to complete a variety of tasks

8.1.4.A.2 – Create a document with text formatting and graphics using a word processing program.

8.1.4.D.2 – Analyze the need for and use of copyrights.

8.1.8.A.3 -  Create a multimedia presentation including sound and images.

8.1.8.A.4 -  Generate a spreadsheet to calculate, graph, and present information.

8.1.8.A.5 – Select and use appropriate tools and digital resources to accomplish a variety of tasks and to solve problems.

8.1.8.D.1 – Model appropriate online behaviors related to cyber safety, cyber bullying, cyber security, and cyber ethics.

8.2.8.B.1 – Design and create a product that addresses a real-world problem using the design process and working with specific criteria and constraints.

8.1.5.D.4 - Understand digital citizenship and demonstrate an understanding of the personal consequences of inappropriate use of technology and social media.

8.1.5.A.1 - Select and use the appropriate digital tools and resources to accomplish a variety of tasks including

solving problems.

8.1.2.A.4 - Demonstrate developmentally appropriate navigation skills in virtual environments (i.e. games, museums).

8.1.5.A.2 - Format a document using a word processing application to enhance text and include graphics, symbols and/ or pictures.

8.1.4.A.3 - Create and present a multimedia presentation that includes graphics.

8.2.2.B.1 - Brainstorm and devise a plan to repair a broken toy / tool using the design process.

ISTE 1.c - Use models and simulation to explore complex systems and issues.

ISTE 2.d - Contribute to project teams to solve problems.

ISTE 4.b - Plan and manage activities to develop a solution or complete a project.

ISTE 6.a - Understand and use technology systems.

ISTE 6.c - Troubleshoot systems and applications.

ISTE 6.d - Transfer current knowledge to learning of new technologies.

## Grading and Evaluation Guidelines

## Other Details