

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	4 initial lessons	Students use the school library/media center resources appropriately and effectively.
Orientation/Class Rules	8.1.5.A.1 8.1.8.D.1	& ongoing	
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.

	3.1.5.H.1		
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.4	4	
	3.5.5.B.7	Lessons	Students locate, critically evaluate, and cite information.
	8.1.4.A.1	& ongoing	
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		
	8.1.2.A.4	3-5 lessons	Students create a document with text formatting and graphics.
Essential Question: How can you use a word processor to present information?	8.1.4.A.1	& ongoing	
	8.1.5.A.2		

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

Essential Question: How can I use digital tools effectively?

8.1.4.A.3

8.1.5.A.1

8.1.8.A.3

3-4 lessons

& ongoing

Students use multimedia tools to create a project.

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

ISTE 6.a

10-12

lessons

Students use technology to create a solution to a problem.

-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

3.1.5.H.4

2 lessons & ongoing

Students identify literary genres and award-winning books. Students will locate books for independent reading.

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
