TA-TEKS 3-5

Creativity and innovation

The student uses creative thinking and innovative processes to construct knowledge and develop digital products. The student is expected to:
(A) create original products using a variety of resources;
(B) analyze trends and forecast possibilities, developing steps for the creation of an innovative process or product;
(C) use virtual environments to explore systems and issues.

Communication and collaboration

The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to:
(A) draft, edit, and publish products in different media individually and collaboratively;
(B) use font attributes, color, white space, and graphics to ensure that products are appropriate for multiple communication media, including monitor display, web, and print;
(C) collaborate effectively through personal learning communities and social environments;
(D) select and use appropriate collaboration tools;
(E) evaluate the product for relevance to the assignment or task; and
(F) perform basic software application functions, including opening applications and creating, modifying, printing, and saving files.

Research and information fluency

The student acquires and evaluates digital content. The student is expected to:
(A) use various search strategies such as keyword(s); the Boolean identifiers and, or, and not; and other strategies appropriate to specific search engines;
(B) collect and organize information from a variety of formats, including text, audio, video, and graphics;
(C) validate and evaluate the relevance and appropriateness of information; and
(D) acquire information appropriate to specific tasks.

Critical thinking, problem solving, and decision making

The student researches and evaluates projects using digital tools and resources. The student is expected to:
(A) identify information regarding a problem and explain the steps toward the solution;
(B) collect, analyze, and represent data to solve problems using tools such as word processing, databases, spreadsheets, graphic organizers, charts, multimedia, simulations, and models;
(C) evaluate student-created products through self and peer review for relevance to the assignment or task; and
(D) evaluate technology tools applicable for solving problems.

Digital citizenship

The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:
(A) adhere to acceptable use policies reflecting positive social behavior in the digital environment;
(B) respect the intellectual property of others;
(C) abide by copyright law and the Fair Use Guidelines for Educational Multimedia;
(D) protect and honor the individual privacy of oneself and others;
(E) follow the rules of digital etiquette;
(F) practice safe, legal, and responsible use of information and technology; and
(G) comply with fair use guidelines and digital safety rules.

Technology operations and concepts

The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:
(A) demonstrate an understanding of technology concepts, including terminology for the use of operating systems, network systems, virtual systems, and learning systems appropriate for Grades 3-5 learning;
(B) manipulate files using appropriate naming conventions; file management, including folder structures and tagging; and file conversions;
(C) navigate systems and applications accessing peripherals both locally and remotely;
(D) troubleshoot minor technical problems with hardware and software using available resources such as online help and knowledge bases; and
(E) use proper touch keyboarding techniques and ergonomic strategies such as correct hand and body positions and smooth and rhythmic keystrokes.