

Foundational Information

Unit #: APSDO-00100305
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Grade(s): 6
Subject(s): Informational Digital Literacy
Course(s): GR. 6 - INFORMATIONAL DIGITAL LITERACY

Unit Focus

Students will refine their digital literacy skills and diversify their ability to navigate and use G-Suite and APS digital resources for educational purposes.

Stage 1: Desired Results

Established Goals	Transfer		
<p>Standards</p> <ul style="list-style-type: none"> • ISTE Standards (2016) <ul style="list-style-type: none"> ◦ <i>ISTE Standards for Students</i> <ul style="list-style-type: none"> ▪ Empowered Learner - Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences. <i>(1)</i> <ul style="list-style-type: none"> ▪ Students build networks and customize their learning environments in ways that support the learning process. <i>(1.b)</i> ▪ Students understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies. <i>(1.d)</i> ▪ Creative Communicator - Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals. <i>(6)</i> <ul style="list-style-type: none"> ▪ Students Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals. <i>(6.a)</i> ▪ Students create original works or responsibly repurpose or remix digital resources into new creations. <i>(6.b)</i> ▪ Global Collaborator - Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally. <i>(7)</i> <ul style="list-style-type: none"> ▪ Students use collaborative technologies to work with others, including peers, experts or community members, to examine issues and 	<p><i>What kinds of long-term, independent accomplishments are desired? Students will be able to independently use their learning to...</i></p> <p>T1 (T100) Pursue a passion, aspiration, and/or interest through exploration and/or creation.</p> <p>T2 (T105) Demonstrate digital citizenship through safe, ethical, and legal practices.</p>		
	Meaning		
	Understanding(s)	Essential Question(s)	
	<p><i>What specifically do you want students to understand? What inferences should they make? Students will understand that...</i></p> <p>U1 (U602) There are legal ramifications for breaching the policies of acceptable use.</p> <p>U2 G-Suite offers innovative spaces to stimulate creativity, intellectual curiosity, and lifelong learning.</p>		<p><i>What thought-provoking questions will foster inquiry, meaning making, and transfer? Students will keep considering...</i></p> <p>Q1 (Q600) How does access to the digital world allow people to interact and share ideas?</p> <p>Q2 How do I use technology including the GSuite to safely share information and appropriately engage with others online/in a digital forum? (5-12)</p>
	Acquisition		
	Knowledge	Skill(s)	

<p>problems from multiple viewpoints. (7.b)</p> <ul style="list-style-type: none"> • AASL Standards Framework for Learning <ul style="list-style-type: none"> ◦ <i>Shared Foundations and Key Commitments: All Grades</i> <ul style="list-style-type: none"> ▪ INQUIRE <ul style="list-style-type: none"> ▪ Think: Recalling prior and background knowledge as context for new meaning. (IDL.INQ.02) ▪ Create: Generating products that illustrate learning. (IDL.INQ.05) ▪ Share: Interacting with content presented by others. (IDL.INQ.06) ▪ COLLABORATE <ul style="list-style-type: none"> ▪ Create: Using a variety of communication tools and resources. (IDL.COL.04) ▪ Create: Establishing connections with other learners to build on their own prior knowledge and create new knowledge. (IDL.COL.05) ▪ ENGAGE <ul style="list-style-type: none"> ▪ Think: Responsibly applying information, technology, and media to learning. (IDL.ENG.01) ▪ Think: Understanding the ethical use of information, technology, and media. (IDL.ENG.02) 	<p><i>What facts and basic concepts should students know and be able to recall? Students will know...</i></p> <ul style="list-style-type: none"> K1 How to appropriately and respectfully engage with others in digital communications and online collaborative or interactive spaces K2 How to use G-Suite applications and other APS approved digital resources to complete and submit school assignments K3 How to adhere to the APS Acceptable Use Policy K4 How to use basic computer function commands and operations K5 Digital communications should adhere to appropriate netiquette and Acceptable Use Policy guidelines 	<p><i>What discrete skills and processes should students be able to use? Students will be skilled at...</i></p> <ul style="list-style-type: none"> S1 Using basic G-Suite Applications, Add-ons, and APS approved digital resources S2 Communicating and interacting online S3 Using basic command functions and computer operation
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