

# Grade 3 21st century Learner

Content Area: **21st century**

Course(s): **Music 1, Music 2, Music 3, Computer Literacy/Media 1, Language Arts 1, Language Arts 2, Mathematics 1, Science 1, Social Studies 1, Spanish 1, Art 1, Physical Education 1, Health 1, Mathematics 2, Science 2, Social Studies 2, Spanish 2, Art 2, Physical Education 2, Library/Media 2, Art 3, Spanish 3, Library/Media 1, Library/Media 3, Physical Education 3, Language Arts 3, Science 3, Social Studies 3, Mathematics 3, Health 3**

Time Period: **February**

Length: **4 weeks**

Status: **Not Published**

## Unit Overview

---

The focus of 21st Century Life Skills is to educate as well as empower all students, as independent learners, to become productive members of society for a healthy, productive and fulfilling life. It is our goal that the students will be able to be creative, have critical thinking skills, work in collaboration with others, and use problem-solving skills needed to function successfully as citizens in a diverse society.

The goal of the 21st Century Life Skills program is that students will develop the skills and strategies necessary that promote personal and financial responsibility, career awareness, and function productively in society. Instruction should be provided through the cooperative efforts of certified staff.

## Enduring Understanding

---

Students will understand that technology can be a powerful communication and problem-solving device when used properly

## Essential Questions

---

How can digital media be used to help solve problems?

## Core content / Objectives

---

Students will know:

- Appropriate use of technology to solve problems
- Appropriate use of online data to solve problems
- Effective oral and written communication for face-to-face and online interactions
- Various uses for digital media
- Unethical uses for digital media

## Standards

---

WORK.K-4.9.1.4.A.3

appropriate to solve problems.

WORK.K-4.9.1.4.A.4

to problems and the decision-making process.

WORK.K-4.9.1.4.D.1

face-to-face and online interactions and when presenting to an audience.

WORK.K-4.9.1.4.E.1

variety of settings.

WORK.K-4.9.1.4.E.2

digital media during classroom activities.

WORK.K-4.9.1.4.E.3

individuals, groups, and organizations for varying purposes.

WORK.K-4.9.1.4.E.4

Determine when the use of technology is

Use data accessed on the Web to inform solutions

Use effective oral and written communication in

Explain how digital media are used in daily life in a

Demonstrate effective communication using

Distinguish how digital media are used by

Explain why some uses of media are unethical.

## Instructional Actions / Strategies

---

Suggested Learning Activities:

- Ask / discuss essential question
- Brainstorm age-appropriate problems
- Discuss and demonstrate ways technology could be used to solve these problems
- Discuss how students use media in their daily life (home and school)
- Demonstrate situations in which media is used unethically
- Introduce and complete the performance task

## Assessment Evidence

---

Suggested Performance Task:

- Research information that will be used to create a solution to a problem (e.g., buying a dog, a bullying issue, making friends). Create a multimedia project that outlines a strategy to solve the problem

## Resources / Technology

---

Smart-board

Web resources

Tablets