

Subject Area Long-Term Action Goals

Subject: Computer

A graduate of SHS-AdC should be able to...

Long-Term Action Goals	Focus	Graduate Outcomes
1. Demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.	Creativity and Innovation	Cm-9, Cl-5
2. Use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.	Communication and Collaboration	Cm-1, Ct-1, Ct-2
3. Apply digital tools to gather, evaluate, and use information.	Research and Information Fluency	Cm-1, Cm-10
4. Use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.	Critical Thinking, Problem Solving, and Decision Making	Cm-1, Cm-3
5. Understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.	Digital Citizenship	Cm-1, Cn-2, Cp-1, Cp-2
6. Demonstrate a sound understanding of technology concepts, systems, and operations.	Technology Operations and Concepts	Ch-4

IPP REFLECTION Goals (EUs and EQs) + ACTION Goals (Milestones)

Long-Term Action Goal: LTAG 1: Demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. *(Creativity and Innovation)*

Overarching Enduring Understandings (EUs)	Overarching Essential Questions (EQs)
<ul style="list-style-type: none">Technology introduces an assortment of creative and innovative output/products.The use of technology generates creativity and develops innovative ideas, products or processes.	<ul style="list-style-type: none">What output/product is required for this task?How do I generate new ideas, products or processes?
Grade 3 <i>After 3 years of Computer education, the learners will be able to...</i>	Grade 6 Milestones <i>After 6 years of Computer education, the learners will be able to...</i>
<ul style="list-style-type: none">Illustrate and communicate original ideas and stories using digital tools and media-rich resources.	<ul style="list-style-type: none">Produce a media-rich digital story.Use digital-imaging technology to modify or create works of art.Conceptualize, guide, and manage individual or group learning projects using digital planning tools with teacher support.

Milestones and Key Assessments

Long-Term Action Goal: LTAG 1: Demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. *(Creativity and Innovation)*

Grade 3 Milestones	Key Assessments
	<i>By Grade 3, learners should be able to...</i>
Illustrate and communicate original ideas and stories using digital tools and media-rich resources.	<i>Create their original digital artwork</i> K: Using MS Paint (simple operations) G1: Using MS Paint (simple shapes) G2: Using MS Paint (advanced shapes) G3: Using MS Paint (imitating Objects)

Grade 6 Milestones	Key Assessments
Produce a media-rich digital story. Use digital-imaging technology to modify or create works of art. Conceptualize, guide, and manage individual or group learning projects using digital planning tools with teacher support.	<i>Produce digital stories</i> G4: Using Voki G5: Using GoAnimate G6: Using Scratch

Content, Performance, and Formation Standards

Long-Term Action Goal: LTAG 1: Demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. *(Creativity and Innovation)*

LTAG 6: Demonstrate a sound understanding of technology concepts, systems, and operations. *(Technology Operations and Concepts)*

Overarching Enduring Understandings (EUs)	Overarching Essential Questions (EQs)
<ul style="list-style-type: none"> Technology introduces an assortment of creative and innovative output/products. The use of technology generates creativity and develops innovative ideas, products or processes. 	<ul style="list-style-type: none"> What output/product is required for this task? How do I generate new ideas, products or processes?

Grade 3				
Content	Content Standards <i>The learner demonstrates understanding of...</i>	Performance Standards <i>The learner is able to...</i>	Formation Standards <i>The learner will become...</i>	Learning Competencies <i>The learner will...</i>
<ul style="list-style-type: none"> Digital Art 	<ul style="list-style-type: none"> basic concepts of computer graphics 	<ul style="list-style-type: none"> use simple graphics editing software to create their own art 	<ul style="list-style-type: none"> an artist/designer who can appreciate his/her own talents as well as others' 	<ul style="list-style-type: none"> create his/her own artwork by applying basic concepts in computer graphics using simple graphics editing software

Grade 6				
Content	Content Standards <i>The learner demonstrates understanding of...</i>	Performance Standards <i>The learner is able to...</i>	Formation Standards <i>The learner will become...</i>	Learning Competencies <i>The learner will...</i>
<ul style="list-style-type: none"> Digital Storytelling 	<ul style="list-style-type: none"> aspects in storytelling storytelling techniques 	<ul style="list-style-type: none"> use storytelling tools to present their story 	<ul style="list-style-type: none"> a storyteller/presenter who can express their ideas clearly and confidently 	<ul style="list-style-type: none"> produce a story by applying storytelling techniques in using digital storytelling tools