

RESPECT

Holy Spirit Graduate Competency	Grade 1 Competency	Grade 2 Competency	Grade 3 Competency
<p>Students will demonstrate rights and responsibilities appropriate to digital etiquette.</p>	<p>Students will engage in non-digital based social skills development that emphasize interpersonal skill sets for communication such as what is and is not appropriate to say to others</p>	<p>Students will understand that bullying can occur without the victim being present. Students will be exposed to the various methods through which bullying can occur.</p> <p>Learn 360 Bullying Common Sense Media Screen Out Mean</p>	<p>Students will be introduced to the concept of cyberbullying.</p> <ul style="list-style-type: none"> - The school liaison officer - online videos <p>Common Sense Media What's Cyberbullying?</p>
<p>Students will model legal and ethical behaviors when creating and sharing information.</p>	<p>Students will follow teacher directions while online.</p>	<p>Students will follow the three responsibility rules:</p> <ol style="list-style-type: none"> 1. Get adult permission 2. Communicate only to people approved by the teacher 3. Access media that is right for me (Eg. Age appropriate songs and movies) 	<p>Students will be responsible to read the school user agreement with an awareness that their actions can be tracked.</p>
<p>Students will actively manage their online digital footprint and will present themselves in an ethical and respectful manner.</p>	<p>Students will go to teacher directed sites.</p> <p>Common Sense Media Sites K-1</p>	<p>Students will be introduced to a larger variety of appropriate sites</p>	<p>Students will be able to choose from a list of appropriate sites with an awareness that not all information on the Internet is reliable.</p>

EDUCATE

Holy Spirit Graduate Competency	Grade 1 Competency	Grade 2 Competency	Grade 3 Competency
<p>Create, publish and share a variety of media content to communicate and connect with others and to continue lifelong learning.</p>	<p>Students will begin saving their own files as they explore a media program (could include, but not limited to, Kidpix, Pixie or MSpaint)</p>	<p>Students will begin working with digital media. They will create with media to produce content and be able to save their own files.</p>	<p>Students will be able to create digital content to share student learning with others. Software could include, but not limited to, Kidpix, blog, and other forms of media</p>
<p>Select digital tools or resources to solve a problem (personal, social, lifelong learning, or career) and evaluate the selection based on its effectiveness.</p>	<p>Students will be introduced to a variety of digital tools. These could include: Kidpix, Pixie, MSPaint, and Story Jumper.</p>	<p>Students will use a digital tool to perform a given task. They will be exploring the uses of a digital tool through the year.</p>	<p>Students will begin using a teacher provided selection of digital tools to complete a task. eg. Power Point to showcase a science experiment or create a video to demonstrate a behaviour.</p>
<p>Configure, navigate and troubleshoot hardware, software, and network systems to optimize learning and productivity.</p>	<p>Students will turn on and shut down their devices properly.</p>	<p>Students will turn on, log in, save files and shut down their devices properly.</p>	<p>Students will turn on, log in, save files in a specific location and shut their devices down properly.</p>

PROTECT

Holy Spirit Graduate Competency	Grade 1 Competency	Grade 2 Competency	Grade 3 Competency
<p>Respect the ethical and legal implications of using and reproducing intellectual property.</p>	<p>Students will be able to describe that images enhance communication. -draw images for understanding -choose between a book with picture and no pictures</p>	<p>Students will be able to use images to enhance school projects. Students will be introduced to where they can find suitable images. Students will save and retrieve their digital images.</p>	<p>Students will be introduced to the concept of ownership that pertains to physical and digital sources. Students will be able to find, save, retrieve, and manipulate digital images to enhance their project.</p>
<p>Students are aware of the Terms & Conditions when buying, selling and accessing goods and services on the internet.</p>	<p>Students will show an awareness of advertising in their environment and on digital medium.(T.V. commercials, Youtube clips, movies, radio)</p>	<p>Students will analyze and identify what advertisers want them to buy. For example, create and act out an advertisement to demonstrate their intent. Common Sense Media Things for Sale</p>	<p>Students will be introduced to digital advertisements in common digital applications like Google, YouTube, Apps. For example, students will create media designed to sell</p>
<p>Students understand how to manage and protect their identity and information, and are able to discern with whom they share that information ethical and respectful manner.</p>	<p>Students will use log ins with common passwords. -associate how a log in is like a key.</p>	<p>Students will understand why they use personal log ins and how to keep them safe. -explain with who and when they should share their information. Common Sense Media Powerful Passwords</p>	<p>Students will understand the importance of keeping information private. Students will be able to log in to a variety of tools.</p>
<p>Students understand they have to lead a balanced lifestyle, including to digital technology (addictions, having an active lifestyle, ergonomics).</p>	<p>Students will explore healthy lifestyles with an emphasis on active and inactive choices.</p>	<p>Students will be introduced to a healthy lifestyle balance between their screen time and active play time.</p>	<p>Students will compare their screen time to their active time and determine if it follows given guidelines. Canadian Society for Exercise Physiology: Physical Activity Guidelines</p>