ANESU Planning Tool
Grade Cluster 3 - 5

NETS Standard 2
Communication & Collaboration
Students 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. Students:

Performance Indicator A
interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

Performance Indicator B
communicate information and ideas effectively to multiple audiences using a variety of media and formats.

Performance Indicator C
develop cultural understanding and global awareness by engaging with learners of other cultures.

Performance Indicator D
contribute to project teams to produce original works or solve problems

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VT GE 3-5
Students use grade appropriate digital tools to publish/share ideas and resources, collaborate, and provide feedback to peers using an online environment.

VT GE 3-5
With guidance and working independently, students consider audience and purpose when creating digital products and communicating online. Students explore the different media options available.

VT GE 3-5
Students examine and interact with digital artifacts depicting other cultures as well as communicate electronically, with guidance, with people from other cultures in order to gain better awareness of differing lifestyles and societal norms.

VT GE 3-5
Using digital tools, students work collaboratively to develop group products or solve problems.

Examples

1. Students use a wiki or blog to provide basic information on a book or other topic, then comment on others' writing.

2. Students create an original piece of artwork or music illustrating the theme or tone of a poem, post it to an online classroom forum for classmates to provide feedback.

Examples of digital tools above may include: interactive whiteboards, drawing, painting, Google Docs and other word processing and spreadsheets programs, visualization/ concept maps, multimedia slide shows, blogs, wikis, online classrooms, email

Examples

1. Students create a video to be shared with another class on a curriculum topic both groups are studying.

2. Students create a multimedia slideshow, video, or podcast of their interpretation of a book to share online with an author.

Examples of digital tools above may include: may include: drawing, painting, word processing, video, a closed wiki or blog, interactive whiteboards web 2.0 such as Google Docs, and video conferencing

Examples

1. Students interview a class of students from a different culture in order to compare and contrast an average school day.

2. Students mark locations on a digital map and provide original information on how those locations relate to topics they are studying, such as transportation, land use, etc.

Examples of digital tools above may include: simulations, digital photos, video, electronic maps, e-mail, blogs, wikis, video conferencing

Examples

1. Students each contribute important dates and information to an online digital time line in order to compare and contrast events from two different time periods.

2. Students utilize an interactive whiteboard to brainstorm possible solutions to an issue appearing in the local newspaper, and then share their solutions with the editor.

Examples of digital tools above may include: drawing, painting, word processing, video, a closed wiki or blog, web 2.0 tools such as Google Docs, and video conferencing

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Scenarios: The Big Picture

Flying with Monarchs

School Playgrounds Around the World

Contributing to the Cloud