Course Title:	Content Area:	Grade Level:	Credit (if applicable)
Library Media Science	Library Media	Grade 3	N/A

#### **Course Description:**

The school library media programs of Bristol Public Schools facilitate opportunities for students and faculty to become lifelong learners who thrive in complex learning environments. Through instructional strategies designed to infuse inquiry and technology as tools for learning, students will develop skills to interpret and develop new understandings, seek diverse perspectives, create new knowledge, and grow as ethical, digital citizens. Through equitable access to reading and information resources, the library media programs promote lifelong reading in a safe environment conducive to learning.

Aligned Core Resources:	Connection to the <u>BPS Vision of the Graduate</u>
N/A	<ul> <li>Understand both how and why media messages are constructed, and for what purpose</li> <li>Examine how individuals interpret messages differently, how values and points of view are included or excluded, and how media can influence beliefs and behaviors</li> <li>Apply a fundamental understanding of the ethical/legal issues surrounding the access and use of media</li> <li>Communications</li> <li>Communicate effectively in diverse environments (including becoming multilingual)</li> <li>Communications and Technology Literacy</li> <li>Use digital technology, communication tools, and/or networks to access, manage, integrate, evaluate, and create information in order to function in a knowledge society</li> <li>Information Literacy</li> <li>Access information on efficiently (time) and effectively (sources)</li> <li>Evaluate information critically and competently</li> <li>Use information accurately and creatively for the issue or problem at hand</li> <li>Manage the flow of information from a wide variety of sources</li> <li>Apply a fundamental understanding of the ethical/ legal issues surrounding the access and use of information</li> </ul>
Additional Course Information: Knowledge/Skill Dependent courses/prerequisites	Link to <u>Completed Equity Audit</u>
N/A	LMS Curriculum Audit
Standard Matrix	
AASL	CCS ISTE Module Module Module Module

			1	2	3	4
I. Inquire (AASL)  Build new knowledge by inquiring, thinking critically, identifying problems, and developing strategies for solving problems.						
I.A.1-2 Think	W.7	1A,		Х	Х	
Learners display curiosity and initiative by:	W.8	(K-5)				
1. Formulating questions about a personal interest or a		3А-В				
curricular topic.		(4-5)				
2. Recalling prior and background knowledge as context for new meaning.						
I.B.1 Create (1-5)	W.8	4A		Х		
Learners engage with new knowledge by following a process						
that includes:						
1. Using evidence to investigate questions.						
I.B.3 Create (2-5)	W.6	4A				Х
Learners engage with new knowledge by following a process	(2-5)					
that includes:						
3. Generating products that illustrate learning.						
I.D.1 (K-1)	W.7	3D			×	
I.D.1-4 Grow (2-5)						
Learners participate in an ongoing inquiry-based process by:						
1. Continually seeking knowledge.						
2. Engaging in sustained inquiry.						
3. Enacting new understanding through real-world connections.						
4. Using reflection to guide informed decisions.						
II. Include (AASL)  Demonstrate an understanding of and commitment to inclusive community.	eness and	l respect	for diver	sity in th	e learnin	g
II.A.3 Think	RI.6	N/A			x	
Learners contribute a balanced perspective when participating	5					
in a learning community by:						
3. Describing their understanding of cultural relevancy and						
placement within the global learning community.						
II.B.3 Create [K-3 in Nutmeg Common Experience)	SL.1 in	7D			Х	Х
Learners adjust their awareness of the global learning	K-2,					
community by:	W.6 in					
3. Representing diverse perspectives during learning activities	3-5					
II.D.2 Grow	SL.1	1B	Х		Х	
Learners demonstrate empathy and equity in knowledge						

building within the global learning community by:						
2. Demonstrating interest in other perspectives during						
learning activities.						
II.D.3 Grow	SL.1	1B	Х			
Learners demonstrate empathy and equity in knowledge						
building within the global learning community by:						
3. Reflecting on their own place within the global learning						
community.						
III. Collaborate (AASL)						
Work effectively with others to broaden perspectives and work	toward o	common	goals			
III.B.1 Create	W.6	1C				х
Learners participate in personal, social, and intellectual	(2-5)					
networks by:						
1. Using a variety of communication tools and resources.						
III.D.1 Grow	SL.1	7C				Х
Learners actively participate with others in learning situations						
by:						
1. Actively contributing to group discussions.						
III.D.2 Grow	SL.1	1B	Х			
Learners actively participate with others in learning situations						
by:						
2. Recognizing learning as a social responsibility.						
IV. CURATE (AASL)						
Make meaning for oneself and others by collecting, organizing,	and shar	ing resou	rces of p	ersonal	relevance	
IV.A.1-2 Think (K-3)	W.7	3C		Х		
IV.A.1-3 (GRADES 4-5)						
Learners act on an information need by:						
1. Determining the need to gather information.						
2. Identifying possible sources of information.						
3. Making critical choices about information sources to use.						
IV.B.1-2 Create (K-3)	W.7	6C-D		Χ		
IV.B.1-4 Create (GRADES 4-5)	W.8					
Learners gather information appropriate to the task by:						
1. Seeking a variety of sources.						
2. Collecting information representing diverse perspectives.						
3. Systematically questioning and assessing the validity and						
accuracy of information.						
4. Organizing information by priority, topic, or other						
systematic scheme.						
V. EXPLORE (AASL)						

Discover and innovate in a growth mindest developed through	ovnorion	so and ro	flaction			
Discover and innovate in a growth mindset developed through	T .		nection.			
V.A.1 Think	RI.10	3D			X	Х
Learners develop and satisfy personal curiosity by:	RL.10					
1. Reading widely and deeply in multiple formats and write						
and create for a variety of purposes.						
V.A.3 Think (3-5)	W.7	6C		Х		
Learners develop and satisfy personal curiosity by:						
3. Engaging in inquiry-based processes for personal growth.						
V.B.2 Create [Maker/Tinker, Coding, Indi, LittleBits, Bolts]	SL.1	5C			х	
Learners construct new knowledge by:						
2. Persisting through self-directed pursuits by tinkering and						
making.						
V.C.1 Share	W.7	7B			Х	
Learners engage with the learning community by:						
1. Expressing curiosity about a topic of personal interest or						
curricular relevance.						
V.C.3 Share [Collaborating w/Indi, LittleBits, Bolts]	SL.1	7C			Х	
Learners engage with the learning community by:						
3. Collaboratively identifying innovative solutions to a						
challenge or problem.						
V.D.1 Grow [iteration]	SL.1	1C			Х	
Learners develop through experience and reflection by:						
1. Iteratively responding to challenges.						
VI. ENGAGE (AASL)						
Demonstrate safe, legal, and ethical creating and sharing of known	owledge p	oroducts	independ	dently wl	nile enga	ging in a
community of practice and an interconnected world.						
VI.A.1 Think (K-2)	RI.5	2C		Х		
VI.A.1-2 Think (3)	(K-3)					
VI.A.1-3 Think (4-5)	W.8					
Learners follow ethical and legal guidelines for gathering and	SL.2					
using information by:	(3-5)					
1. Responsibly applying information, technology, and media to						
learning.						
2. Understanding the ethical use of information, technology,						
and media.						
3. Evaluating information for accuracy, validity, social and						
cultural context, and appropriateness for need.						
VI.B.1-2 Create	RI.2	2C		Х		
Learners use valid information and reasoned conclusions to	W.8					
make ethical decisions in the creation of knowledge by:						
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<ol> <li>Ethically using and reproducing others' work.</li> <li>Acknowledging authorship and demonstrating respect for the intellectual property of others.</li> </ol>					
VI.C.2 Share Learners responsibly, ethically, and legally share new information with a global community by: 2. Disseminating new knowledge through means appropriate for the intended audience.	W.8 SL.2 (3-5)	2C			Х
VI.D.1, 3 Learners engage with information to extend personal learning by:  1. Personalizing their use of information and information technologies.	SL.1	2AB,D	X		

### **Unit Links**

If unit headings are formatted as a heading, then we can link a Table of Contents to better organize and provide faster access to each unit

Module 1: Digital Citizenship

Module 2: Information and Media LIteracy

Module 3: Growth and Curiosity

Module 4: Presentation of Information (Show)

Module 1: Digital Citizenship

AASL	ccs	ISTE
II.D.2-3 Grow	SL.1	1B
Learners demonstrate empathy and equity in knowledge building within the global learning		
community by:		
2. Demonstrating interest in other perspectives during learning activities.		
3. Reflecting on their own place within the global learning community.		
III.D.2 Grow	SL.1	1B
Learners actively participate with others in learning situations by:		
2. Recognizing learning as a social responsibility.		
VI.D.1, 3	SL.1	2AB,D
Learners engage with information to extend personal learning by:		
1. Personalizing their use of information and information technologies.		

Essential Question(s):	Enduring Understanding(s):
<ol> <li>How does what I post online affect my identity?</li> <li>What should you do when someone uses mean or hurtful language on the internet?</li> <li>Why do people alter digital photos and videos?</li> </ol>	Evaluate information critically and competently  Examine how individuals interpret messages differently, how values and points of view are included or excluded, and how media can influence beliefs and behaviors  Understand both how and why media messages are constructed, and for what purpose  Communicate effectively in diverse environments (including becoming multilingual)
Demonstration of Learning:	Paging for Unit
Demonstration of Learning.	Pacing for Unit
Scenario based performance task	Addressed and spiraled throughout the year
	_
Scenario based performance task	Addressed and spiraled throughout the year
Scenario based performance task  Family Overview (link below)	Addressed and spiraled throughout the year  Integration of Technology:  Intentionally aligned use of digital tools and resources to support acquisition of content, researching,

Interpret Assumption Identity Selfie Advertising Alter Persuade Photo retouching	
Opportunities for Interdisciplinary Connections:	Anticipated misconceptions:
Connect to SEL Advisory Lessons Connect to to ELA Units	School Google accounts are not visible to teachers and are okay for personal use
	Cyberbullying from home can't get someone into trouble
	Images and Videos are always real
Connections to Prior Units:	Connections to Future Units:
Continuation of module 1 in Grade 2	Continuation of module 1 in Grade 4
Differentiation through <u>Universal Design for Learning</u>	
UDL Indicator	Teacher Actions:
3.1 COMPREHENSION > Comprehension: Activate or	Anchor instruction by linking to and activating relevant
supply background knowledge	prior knowledge (e.g., using visual imagery, concept anchoring, or concept mastery routines)
9.2 ENGAGEMENT > Self Regulation: Facilitate personal coping skills and strategies	prior knowledge (e.g., using visual imagery, concept
9.2 ENGAGEMENT > Self Regulation: Facilitate	prior knowledge (e.g., using visual imagery, concept anchoring, or concept mastery routines)  Provide differentiated models, scaffolds and feedback for:  - Managing frustration  - Seeking external emotional support  - Developing internal controls and coping skills  - Use real life situations or simulations to demonstrate
9.2 ENGAGEMENT > Self Regulation: Facilitate personal coping skills and strategies	prior knowledge (e.g., using visual imagery, concept anchoring, or concept mastery routines)  Provide differentiated models, scaffolds and feedback for:  - Managing frustration  - Seeking external emotional support  - Developing internal controls and coping skills  - Use real life situations or simulations to demonstrate

Common Learning Experience	Learning Target	Success Criteria/ Assessment	Resources
3.DigCit.1 Media Balance	I can identify ways I can post online to best reflect who I am.	Consider how posting selfies or other images will lead others to make assumptions about them.  Reflect on the most important parts of their unique identity.	Digital Productivity Tools
3.DigCit.2 Being Informed Critical Consumer of Media	I can analyze altered photos and videos to try to determine why they were altered.	Recognize that photos and videos can be altered digitally.  Identify different reasons why someone might alter a photo or video.	Digital Productivity Tools
3.DigCit.3 Safe Spaces Online	Identify ways to respond to mean words online, using safe strategies.	Understand that it's important to think about the words we use, because everyone interprets things differently.  Decide what kinds of statements are OK to say online and which are not.	Digital Productivity Tools

Module 2: Information and Media LIteracy

AASL	ccs	ISTE
I.A.1-2 Think Learners display curiosity and initiative by: 1. Formulating questions about a personal interest or a curricular topic. 2. Recalling prior and background knowledge as context for new meaning.	W.7, W.8	1A
I.B.1 Create Learners engage with new knowledge by following a process that includes: 1. Using evidence to investigate questions.	W.8	4A
IV.A.1-2 Think Learners act on an information need by: 1. Determining the need to gather information. 2. Identifying possible sources of information.	W.7	3C
IV.B.1-2 Create Learners gather information appropriate to the task by: 1. Seeking a variety of sources. 2. Collecting information representing diverse perspectives.	W.7, W.8	6C-D
V.A.3 Think Learners develop and satisfy personal curiosity by: 3. Engaging in inquiry-based processes for personal growth.	W.7	6C
VI.A.1-2 Think Learners follow ethical and legal guidelines for gathering and using information by: 1. Responsibly applying information, technology, and media to learning. 2. Understanding the ethical use of information, technology, and media.	RI.5, W.8, SL.2	2C
VI.B.1-2 Create Learners use valid information and reasoned conclusions to make ethical decisions in the creation of knowledge by:  1. Ethically using and reproducing others' work.  2. Acknowledging authorship and demonstrating respect for the intellectual property of others.	RI.2, W.8	2C

Essent	tial Question(s):	Enduring Understanding(s):
1.	How do I use text features and search tools to locate information relevant to a given topic efficiently?	Apply a fundamental understanding of the ethical/legal issues surrounding the access and use of media
2.	How do I conduct a short research project to build knowledge about a topic?	Access information efficiently (time) and effectively (sources)
3.	How can I document what I learn about a topic by taking notes?	Evaluate information critically and competently

<ul><li>4. How can I sort evidence into provided categories?</li><li>5. How do I give credit for someone else's work?</li></ul>	
Demonstration of Learning:	Pacing for Unit
Research Process Performance Task	Addressed and spiraled throughout the year
Family Overview (link below)	Integration of Technology:
Grade 3 Family Overview	Intentionally aligned use of digital tools and resources to support acquisition of content, researching, organizing and communicating learning
Unit-specific Vocabulary:	Aligned Unit Materials, Resources, and Technology (beyond core resources):
Relevant Source Database Ethical Legal Technology Media Accurate Valid Plagiarism Citation Cite the Source	Digital Productivity Tools Online Databases
Opportunities for Interdisciplinary Connections:	Anticipated misconceptions:
Connect to ELA research unit. Connect to science and social studies topics.	Copying and pasting a URL is the proper way to give credit.
	It's okay to take notes by copying word for word.
Connections to Prior Units:	It's okay to take notes by copying word for word.  Connections to Future Units:
Connections to Prior Units:  Continuation of module in Grade 2	
	Connections to Future Units:
Continuation of module in Grade 2	Connections to Future Units:

# **6.3 ACTION & EXPRESSION > Executive Functioning:** Facilitate managing information and resources

- Provide graphic organizers and templates for data collection and organizing information
- Embed prompts for categorizing and systematizing
- Provide checklists and guides for note-taking

### **Supporting Multilingual/English Learners**

Supporting Multilingual/English Learners			
Related CELP standards:		Learning Targets:	
2-3.5: conduct research and evaluate and communicate findings to answer questions or solve problems.		<ul> <li>With prompting and supports:</li> <li>I can conduct a research project to answer a question.</li> <li>I can gather information from provided sources</li> <li>I can record some information/observations in simple notes</li> </ul>	
Common Learning Experience	Learning Target	Success Criteria/ Assessment	Resources
3.Inquiry.1 Information Seeking Strategies -Databases - Keyword searching	I can carefully choose information to answer my questions.	Given a question, thoughtfully select information to address the topic.	Digital Productivity Tools Online Databases
3.Inquiry.2 Take organized notes to answer question	I can take notes without copying to answer an information need.	Gather information from print and digital sources.  Take brief notes on sources and sort evidence into provided categories.	Digital Productivity Tools Online Databases
3.Inquiry.3 Show respect for the creator of the work	I can give credit to the information creator to show respect for the work.	Use others' work respectfully by giving credit to authors.	Digital Productivity Tools Online Databases Print Materials

Module 3: Growth and Curiosity

AASL	css	ISTE
I.A.1-2 Think Learners display curiosity and initiative by: 1. Formulating questions about a personal interest or a curricular topic. 2. Recalling prior and background knowledge as context for new meaning.	W.7 W.8	1A
I.D.1-4 Grow Learners participate in an ongoing inquiry-based process by: 1. Continually seeking knowledge. 2. Engaging in sustained inquiry. 3. Enacting new understanding through real-world connections. 4. Using reflection to guide informed decisions.	W.7	3D
II.A.3 Think  Learners contribute a balanced perspective when participating in a learning community by:  3. Describing their understanding of cultural relevancy and placement within the global learning community.	RI.6	N/A
II.B.3 Create [K-3 in Nutmeg Common Experience) Learners adjust their awareness of the global learning community by: 3. Representing diverse perspectives during learning activities.	W.6	7D
II.D.2 Grow Learners demonstrate empathy and equity in knowledge building within the global learning community by:  2. Demonstrating interest in other perspectives during learning activities.	SL.1	1B
V.A.1 Think Learners develop and satisfy personal curiosity by: 1. Reading widely and deeply in multiple formats and write and create for a variety of purposes.	RI.10 RL.10	3D
V.B.2 Create Learners construct new knowledge by: 2. Persisting through self-directed pursuits by tinkering and making.	SL.1	5C
V.C.1 Share Learners engage with the learning community by:  1. Expressing curiosity about a topic of personal interest or curricular relevance.	W.7	7B
V.C.3 Share Learners engage with the learning community by: 3. Collaboratively identifying innovative solutions to a challenge or problem.	SL.1	7C
V.D.1 Grow Learners develop through experience and reflection by: 1. Iteratively responding to challenges.	SL.1	1C

Essential Question(s):	Enduring Understanding(s):
<ol> <li>How do I make decisions on what to explore to fulfill a curiosity?</li> <li>How can I grow as a reader by reading widely and deeply in multiple formats?</li> <li>How can I construct new knowledge by persisting through self-directed pursuits by tinkering and making?</li> </ol>	Use digital technology, communication tools, and/or networks to access, manage, integrate, evaluate, and create information in order to function in a knowledge society  Use information accurately and creatively for the issue or problem at hand
Demonstration of Learning:	Pacing for Unit
Problem Solving Performance Task	Addressed and spiraled throughout the year
Family Overview (link below)	Integration of Technology:
Grade 3 Family Overview	Intentionally aligned use of digital tools and resources to support acquisition of content, researching, organizing and communicating learning
Unit-specific Vocabulary:	Aligned Unit Materials, Resources, and Technology (beyond core resources):
Catalog Inquire Inquiry Real-world Connection Reflection Genre Circuit Input Output Block (coding) Sequences Loops Debug Alignment Rotate	Online Databases Print Materials Maker Materials Media in Multiple Formats
Opportunities for Interdisciplinary Connections:	Anticipated misconceptions:
Connect to ELA (literacy) Connect to science and social studies topics Connect to science/math (circuits/coding/tinkering) Connect to math and art (digital drawing)	I am only interested in one type of book  This is too hard for me/I can't do this
Connections to Prior Units:	Connections to Future Units:
Continuation of module in Grade 2	Continuation of module in Grade 4
Differentiation through <u>Universal Design for Learning</u>	
UDL Indicator	Teacher Actions:

7.2 ENGAGEMENT > Recruiting Interest: Optimize relevance, value, and authenticity		Vary activities and sources of information so that they can be:  - Personalized and contextualized to learners' lives  - Culturally relevant and responsive  - Socially relevant  - Age and ability appropriate  - Appropriate for different racial, cultural, ethnic, and gender groups  - Include activities that foster the use of imagination to solve novel and relevant problems, or make sense of complex ideas in creative ways	
8.2 ENGAGEMENT > Sustaining Effort & Persistence: Vary demands and resources to optimize challenge		- Differentiate the degree of difficulty or complexity within which core activities can be completed - Vary the degrees of freedom for acceptable performance - Emphasize process, effort, improvement in meeting standards as alternatives to external evaluation and competition	
Supporting Multilingual/En	glish Learners		
Related CELP standards:		Learning Targets:	
2-3.8: determine the meaning of words and phrases in oral presentations and literary and informational text.		In simple oral discourse, readalouds, and written texts about familiar topics, experiences, or events:  I can use context and visual aids to determine the meaning of words and phrases.  I can ask and answer simple questions about the meaning of words and phrases	
Common Learning Experience	Learning Target	Success Criteria/ Assessment	Resources
3.Grow.1 Use an online catalog to find materials on any topic of interest	I can think of things I already know to help me with new information.  I can use an organizational system to locate materials.	Use search skills to drive deeper inquiry into a topic of interest or a curricular topic.	Online Databases Print Materials Media in Multiple Formats
3.Grow.2 Opportunities to self-select and read a variety of books, texts  (e.g. Book tasting, Search a topic of interest, Award books	I can use inquiry strategies to keep learning about topics of interest.  I can read books with different genres and topics and respond to questions about my reading  I can adjust my awareness of diverse perspectives	Use strategies to engage in ongoing inquiry.  Read a variety of books and respond to questions verbally and in writing.	Online Databases Print Materials Media in Multiple Formats

	during learning activities.  I can demonstrate empathy and equity in other perspectives during learning activities.		
3.Grow.3 Coding Tinkering and Making Digital Drawing	I can persevere through tinkering and making challenges. I can use logical thinking to solve a problem.	Complete a variety of challenges involving coding, tinkering, making and digital drawing.	Maker Materials Media in Multiple Formats

Module 4: Presentation of Information (Show)

AASL	ccs	ISTE
I.B.3 Create Learners engage with new knowledge by following a process that includes: 3. Generating products that illustrate learning.	W.6	4A
II.B.3 Create [K-3 in Nutmeg Common Experience) Learners adjust their awareness of the global learning community by: 3. Representing diverse perspectives during learning activities.	W.6	7D
III.B.1 Create Learners participate in personal, social, and intellectual networks by:  1. Using a variety of communication tools and resources.	W.6	1C
III.D.1 Grow Learners actively participate with others in learning situations by:  1. Actively contributing to group discussions.	SL.1	7C
V.A.1 Think Learners develop and satisfy personal curiosity by:  1. Reading widely and deeply in multiple formats and write and create for a variety of purposes.	RI.10 RL.10	3D
VI.C.2 Share Learners responsibly, ethically, and legally share new information with a global community by: 2. Disseminating new knowledge through means appropriate for the intended audience.	W.8 SL.2	2C

Essential Question(s):	Enduring Understanding(s):	
<ol> <li>How do I interact with others to discuss third grade topics?</li> <li>How do I use productivity tools to create a product?</li> </ol>	Use digital technology, communication tools, and/or networks to access, manage, integrate, evaluate, and create information in order to function in a knowledge society  Use information accurately and creatively for the issue or problem at hand  Manage the flow of information from a wide variety of sources  Apply a fundamental understanding of the ethical/ legal issues surrounding the access and use of information	
Demonstration of Learning:	Pacing for Unit	
Digital Artifact Creation	Addressed and spiraled throughout the year	

Family Overview (link below)		Integration of Technology:		
Grade 3 Family Overview		Intentionally aligned use of digital tools and resources to support acquisition of content, researching, organizing and communicating learning		
Unit-specific Vocabulary	r:	Aligned Unit Materials, Resources, and Technology (beyond core resources):		
Process Product Feedback Audience Community	duct dback ience			
Opportunities for Interdi	isciplinary Connections:	Anticipated misconception	s:	
Connect to ELA units. Connect to science and s	ocial studies topics.	The teacher is the only audience of finished work.		
Connections to Prior Uni	its:	Connections to Future Unit	s:	
Continuation of module in	n Grade 2	Continuation of module in G	rade 4	
Differentiation through	Universal Design for Learning			
UDL Indicator	UDL Indicator Teacher Actions:			
5.1 ACTION 7 EXPRESSION > Expression & Communication: Use multiple media for communication		- Compose in multiple media such as text, speech, drawing, illustration, comics, storyboards, design, film, music, dance/movement, visual art, sculpture, or video - Use physical manipulatives (e.g., blocks, 3D models) - Use interactive web tools (e.g., storyboards, comic strips, animation presentations) - Solve problems using a variety of strategies		
Supporting Multilingual/	English Learners			
Related CELP standards	4	Learning Targets:		
2-3.3: speak and write about grade-appropriate complex literary and informational texts and topics		With prompting and supports:  I can deliver short oral presentations  I can write texts with drawings or illustrations  I can use academic and domain specific words		
		about familiar texts, topics, and experiences.		
Common Learning Experience	Learning Target	Success Criteria/ Assessment	Resources	
3.Show.1 Use digital productivity tools to showcase information and learning	I can show my learning in different ways.	Create a product that showcases learning.	Digital Productivity Tools	
3.Show.2	I can draw, write, type or use	Use a variety of tools to	Digital Productivity Tools	

Share work digitally or in groups to discuss products	video to share learning with a group.	share learning and participate in networking.	
3.Show.3 Include a reference to where information was found during creation of a product.	I can responsibly share new information in the way that works best for my audience.	Ethically and legally share new information through best means for the intended audience.	Digital Productivity Tools