



JC Schools 4th Grade Library Media Yearly Standards

Overarching Standards

K-12.AASL.A-D

- A. Think- Inquire, think critically, and gain knowledge
- B. Create- Draw conclusions, make informed decisions, apply knowledge to new situations, and create new knowledge
- **C. Share-** Share knowledge and participate ethically and productively as members of our democratic society
- **D. Grow** Pursue personal and aesthetic growth

Units	Priority Standards	Supporting Standards
Unit 1	K-5.LM.LO.01 Recognize, with assistance, that the library is organized in a way to help in the selection of	
Library Skills Digital	materials.	
Citizenship	K-5.LM.LO.02 Find a quality book (5 finger rule, just right books,	
Approximately Quarter 1	book awards, etc)	
	K-5.LM.LO.03 Gather information about a book by using its different parts (Front, back, spine, barcode, call number, title page elements).	
	K-12.ISTE.SS.DC.2a Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.	
	K-12.ISTE.SS.DC.2b	

	Students engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.	
Unit 2 Research/ Inquiry Approximately Quarter 2	4.W.3.A.c, d, f, g Apply research process to: c. identify a variety of relevant sources, literary and informational d. use organizational features of print and digital sources efficiently to locate information f. determine the accuracy of the information gathered g. differentiate between paraphrasing and plagiarism when using ideas of others	4.W.3.A.h h. record bibliographic information from sources according to a standard format
Unit 3	4.R.4.A.b,d Read to develop an understanding of media and its components by:	4.R.4.A.a,c Read to develop an understanding of media and its components by:
Approximately Quarter 3 & 4	 b. explaining how various design techniques used in media influence the message. d. explaining text structures and graphic features of a web page and how they help readers to comprehend text. 	 a. explaining the positive and negative impacts of advertisement techniques used in various genres of media to impact consumer behavior. c. comparing various conventions used for digital media.
	4.R.1.C.a,b Explain relevant connections between: a. text to text (ideas and information in various fiction and nonfiction works using compare and contrast) b. text to world (text ideas regarding experiences in the world by demonstrating an awareness that literature reflects a cultural and historical time frame)	
	4.R.2.B.a Read, infer, and draw conclusions to: a. explain structural elements of poetry.	

Floating Unit	K-12.ISTE.SS.ID Students use a variety of technologies within a design	K-12.ISTE.SS.ID.4a Students know and use a deliberate design process for
Innovative	process to identify and solve problems by creating new, useful or imaginative solutions.	generating ideas, testing theories, creating innovative artifacts or solving authentic problems.
Design		K-12.ISTE.SS.ID.4b
Integrated within Other Units		Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.
		K-12.ISTE.SS.ID.4c Students develop, test and refine prototypes as part of a cyclical design process.
		K-12.ISTE.SS.ID.4d Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.

^{*}National School Library Standards for Learners, School Librarians, and School Libraries ALA Editions, 2018.