Iowa Technology (ISTE)

# Technology

| | |
|---|---|
| **Empowered Learner: Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.** EL | **a** Articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes. EL1A |
| | **b** Students build networks and customize their learning environments in ways that support the learning process. EL1B |
| | **c** Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. EL1C |
| | **d** Students understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies. EL1D |
| **Digital Citizen: Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.** DC | **a** Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world. DC2A |
| | **b** Students engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices. DC2B |
| | **c** Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property. DC2C |
| | **d** Students manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online. DC2D |
| **Knowledge Constructor: Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and otl** | **a** Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits. KC3A |
| | **b** Students evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources. KC3B |
| | **c** Students curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions. KC3C |
| | **d** Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions. KC3D |

Skip to main content

| | | |
|---|---|---|
| **Innovative Designer: Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.** ID | a | **Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.** ID4A |
| | b | **Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.** ID4B |
| | c | **Students develop, test and refine prototypes as part of a cyclical design process.** ID4C |
| | d | **Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.** ID4D |
| **Computational Thinker: Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.** CT | a | **Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.** CT5A |
| | b | **Students collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making.** CT5B |
| | c | **Students break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.** CT5C |
| | d | **Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.** CT5D |
| **Creative Communicator: Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.** CC | a | **Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.** CC6A |
| | b | **Students create original works or responsibly repurpose or remix digital resources into new creations.** CC6B |
| | c | **Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.** CC6C |
| | d | **Students publish or present content that customizes the message and medium for their intended audiences.** CC6D |
| **Global Collaborator: Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working eff loc** | a | **Students use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.** GC7A |
| | b | **Students use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.** GC7B |

Skip to main content

**c** **Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.** GC7C

**d** **Sudents explore local and global issues and use collaborative technologies to work with others to investigate solutions.** GC7D