

Grades K-12

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. **1**

- 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. **1.A**

- b** Build networks and customize their learning environments in ways that support the learning process. **1.B**

- c** Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. **1.C**

- d** 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. **1.D**

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. **2**

- a** Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world. **2.A**

- b** Engage in positive, safe, legal, and ethical behavior when using technology, including social interactions online or when using networked devices. **2.B**

- c** Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property. **2.C**

- d** Manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online. **2.D**

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 others. **3**

- a** Plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits. **3.A**

- b** Evaluate the accuracy, perspective, credibility, and relevance of information, media, data or other resources. **3.B**

- c** Curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions. **3.C**

- d** Build knowledge by actively exploring realworld issues and problems, developing ideas and theories, and pursuing answers and solutions. **3.D**

Innovative Designer:
Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions. 4

- a Know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts, or solving authentic problems. 4.A
- b Select and use digital tools to plan and manage a design process that considers design constraints and calculated risks. 4.B
- c Develop, test, and refine prototypes as part of a cyclical design process. 4.C
- d Exhibit a tolerance for ambiguity, perseverance, and the capacity to work with open-ended problems. 4.D

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. 5

- a Formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions. 5.A
- b Collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problemsolving and decision-making. 5.B
- c Break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving. 5.C
- d Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions. 5.D

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. 6

- a Choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication. 6.A
- b Create original works or responsibly repurpose or remix digital resources into new creations. 6.B
- c Communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations. 6.C
- d Publish or present content that customizes the message and medium for their intended audiences. 6.D

Global Collaborator:
Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally. 7

- a 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. 7.A
- b Use collaborative technologies to work with others, including peers, experts, or community members, to examine issues and problems from multiple viewpoints. 7.B
- c Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal. 7.C

d Explore local and global issues and use collaborative technologies to work with others to investigate solutions. 7.D