

Grades 9, 10, 11, 12

Adopted 2015

Research and Digital Literacy

1: Students use technology to locate, organize, evaluate and analyze information. ET.RL.1

1. Design a problem-based research project using technology to find and report information with properly cited. 9-12.ET.RL.1.1
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2: Students determine the reliability and relevancy of information. ET.RL.2

1. Evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic resources. 9-12.ET.RL.2.1
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Critical Thinking, Problem-Solving and Decision-Making

1: Students analyze the relationship of technology in careers, communities, and society. ET.CT.1

1. Analyze intended and unintended impacts of technology on careers, communities, and society. 9-12.ET.CT.1.1
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2: Students demonstrate the design process through problem solving. ET.CT.2

1. Compare and contrast methods for problem-solving and decision-making. 9-12.ET.CT.2.1
 2. Formulate a technological solution using data-driven decision making. 9-12.ET.CT.2.2
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3: Students evaluate and select technology tools based on the specific tasks. ET.CT.3

1. Organize and manage personal/professional information using technology tools. 9-12.ET.CT.3.1
 2. Select and apply technology tools for research, information analysis, problem solving, and decision making in content learning. 9-12.ET.CT.3.2
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Digital Citizenship

1: Students analyze the safe, ethical, legal, and societal issues related to technology. ET.DC.1

1. Evaluate the need for technology policies on a local, national, and global level. 9-12.ET.DC.1.1
 2. Investigate cyber-security issues in a technological society. 9-12.ET.DC.1.2
 3. Critique personal digital footprint. 9-12.ET.DC.1.3
 4. Create strategies to manage online relations and communications. 9-12.ET.DC.1.4
 5. Evaluate immediate and long-range effects of ethical and unethical uses of technology. 9-12.ET.DC.1.5
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Technology Operations and Concepts

1: Students interpret the history and progression of technology. ET.OC.1

1. Compare and contrast how societal and economic changes reflect innovations and emerging technologies. 9-12.ET.OC.1.1
 2. Predict how the evolution of technology will shape the design and development of future technology. 9-12.ET.OC.1.2
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2: Students analyze the parts of a technological system. ET.OC.2

1. Critique technology systems and peripherals to improve the user experience. 9-12.ET.OC.2.1
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3: Students demonstrate skills in utilizing technological systems. ET.OC.3

1. Implement grade-level appropriate technology vocabulary. 9-12.ET.OC.3.1
 4. Create a product by incorporating prior knowledge and advanced skills. 9-12.ET.OC.3.4
 5. Apply the use of keyed technology into a variety of projects. 9-12.ET.OC.3.5
 6. Apply strategies for identifying and solving routine hardware and software issues. 9-12.ET.OC.3.6
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Creativity and Innovation

1: Students use technology to generate ideas and promote creativity. ET.CI.1

1. Investigate and apply simulations with real-world situations. 9-12.ET.CI.1.1
 2. Utilize a virtual learning environment as a strategy to build technology literacy skills. 9-12.ET.CI.1.2
 3. Utilize technology for collaboration, research, publication, communication and productivity. 9-12.ET.CI.1.3
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Communication and Collaboration

1: Students use technology to communicate with others. ET.CC.1

1. Critique a variety of communication tools to effectively and efficiently communicate with a targeted audience and purpose. 9-12.ET.CC.1.1

2: Students use technology to collaborate for an identified purpose. ET.CC.2

1. Collaborate with peers, experts, and others by using technology to compile, synthesize, produce, and disseminate creative works. 9-12.ET.CC.2.1