

7th Grade

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 Students will develop technology strategies to achieve and reflect on learning goals to improve outcomes. **7.ET.EL.1**
 - 1 Set and communicate personal learning goals using digital tools to reflect on progress. **7.ET.EL.1.1**
 - 2 Compare the types of digital tools and resources best able to assist them in their learning. **7.ET.EL.1.2**
 - 3 Use digital tools to share thoughts, ideas, and concepts with peers. **7.ET.EL.1.3**
 - 2 With or without support, students build networks of experts and peers to enhance their learning. **7.ET.EL.2**
 - 1 Demonstrate the ability to use school approved virtual learning environments to collaborate, present, and publish information. **7.ET.EL.2.1**
 - 2 Use school-approved collaborative and file sharing groups to network and get assistance from teachers and peers. **7.ET.EL.2.2**
 - 3 Students improve learning by seeking feedback from others using digital tools and other resources to demonstrate learning in a variety of ways. **7.ET.EL.3**
 - 1 Use digital tools to gather data to help guide and assess information during the learning process. **7.ET.EL.3.1**
 - 2 Solicit feedback for ideas using digital tools. **7.ET.EL.3.2**
 - 4 Students demonstrate an understanding of how technology works, know how to independently troubleshoot, and are not afraid to take a risk in choosing and utilizing new or current technologies for learning. **7.ET.EL.4**
 - 1 Incorporate the use of keyed technology to produce a product in any learning environment. **7.ET.EL.4.1**
 - 2 Develop a checklist of items to consider when troubleshooting problems. **7.ET.EL.4.2**
 - 3 Develop criteria for selecting digital learning tools and resources to accomplish a defined task. **7.ET.EL.4.3**
 - 4 Demonstrate knowledge of a variety of digital presentation tools to complete a task. **7. ET.EL.4.4**
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Computational Thinker

Students develop and employ strategies for demonstrating an understanding of and solving problems in ways that leverage the power of technological methods to develop and test solutions.

- 1 Students select appropriate technology to analyze data, create models, and problem-solve through the use of logical thinking. 7.ET.CT.1
 - 1 Independently select tools to analyze data to create models. 7.ET.CT.1.1
 - 2 Students use the computational thought process to represent data, deconstruct problems, identify key information, and formulate solutions. 7.ET.CT.2
 - 1 Analyze data, examine patterns, and apply information for decision-making to formulate a solution. 7.ET.CT.2.1
 - 3 Students will recognize basic concepts of automation including decomposition, abstraction, use algorithmic thinking, and pattern recognition. 7.ET.CT.3
 - 1 Create simple computational codes to respond to simple commands. 7.ET.CT.3.1
 - 2 Relate automation to the progression of technology and the impacts on society and careers. 7.ET.CT.3.2
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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.

- 1 Students will demonstrate an understanding of the importance of creating and maintaining a positive online identity and the permanence and future impact of their online and offline decisions when using digital technology. 7.ET.DC.1
 - 1 Lead or participate in class discussions about digital literacy and online safety. 7.ET.DC.1.1
 - 2 Manage their digital identities and reputations within school policy, including demonstrating the permanence of digital actions. 7.ET.DC.1.2
 - 3 Demonstrate an understanding of and implement strategies to maintain personal safety and avoid online victimization. 7.ET.DC.1.3
- 2 Students will practice positive, safe, legal, and ethical behavior when using technology. 7.ET.DC.2
 - 1 Define and outline external and internal Acceptable Use Policies or Terms of Use. 7.ET.DC.2.1
 - 2 Explain the impact of cyberbullying in online communication, relationships, and mental health. 7.ET.DC.2.2
 - 3 Explain the positive and negative impact the use of technology can have on personal, professional, and community relationships. 7.ET.DC.2.3

- 3 Students demonstrate and promote respect for using and sharing the intellectual property of others and themselves. 7.ET.DC.3
 - 1 Distinguish and properly apply terms of use between different types of intellectual property. 7.ET.DC.3.1
 - 2 Work with librarians and educators in media literacy to demonstrate an understanding of how to attribute material for digital and non-digital products. 7.ET.DC.3.2
 - 4 Students demonstrate an understanding of how personal data is collected, tracked, and used, how to maintain privacy, and how to safely share it online. 7.ET.DC.4
 - 1 Evaluate online security vulnerabilities to determine their safety, privacy policy, and appropriate use. 7.ET.DC.4.1
 - 2 Demonstrate an understanding of how websites track site users to monitor their online behavior which results in targeted links, pop-ups, and advertisements. 7.ET.DC.4.2
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Innovative Designer

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

- 1 With or without the use of technology, students can apply a design process to generate ideas, consider possible solutions, create a plan to solve a problem, and share their innovative ideas with others. 7.ET.ID.1
 - 1 Define and apply a selected design process. 7.ET.ID.1.1
 - 2 Students persevere when researching and solving open-ended problems and use trial-and-error strategies to test and refine prototypes. 7.ET.ID.2
 - 1 Describe how trade-offs involve a choice of one quality over another in prototype design. 7.ET.ID.2.1
 - 2 Determine and justify movement within the steps of the design process while solving a problem. 7.ET.ID.2.2
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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.

- 1 Students evaluate and select a variety of platforms and tools to create products and communicate with others to appropriately complete tasks. 7.ET.CC.1
 - 1 Evaluate the appropriateness of their chosen platform or tools before, during, and after completion of a task. 7.ET.CC.1.1
 - 2 Use digital tools to document personal learning experience and receive feedback from peers. 7.ET.CC.1.2
- 2 Students create original artifacts or responsibly remix or repurpose existing digital resources. 7.ET.CC.2
 - 1 Use creativity to produce original artifacts. 7.ET.CC.2.1

- 3 Students select the appropriate medium and communicate clear, complex ideas through the use of visualizations for an intended audience. 7.ET.CC.3
 - 1 Select from a list of tools to create data visualizations that are easily understood by their peers and others. 7.ET.CC.3.1
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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.

- 1 Students will use collaborative digital tools to connect with people of different backgrounds, cultures, and points of view to examine local, national, and global issues. 7.ET.GC.1
 - 1 Select and apply digital environments to collaborate, present, and publish information. 7.ET.GC.1.1
 - 2 Select and apply digital tools to connect with people of different backgrounds, cultures and different points of view. 7.ET.GC.1.2
 - 3 Select and apply digital tools to gather information, create products, and present material regarding local, national, and global issues. 7.ET.GC.1.3
 - 2 In a collaborative team, students will perform a variety of roles to complete a project or solve a problem using digital tools. 7.ET.GC.2
 - 1 Determine their role on a team to meet goals, based on their knowledge of technology and content, as well as personal preference. 7.ET.GC.2.1
 - 2 Collaborate using a variety of digital tools to present group findings and results and gather feedback to local or global audiences. 7.ET.GC.2.2
 - 3 Create a project plan timeline and role descriptions for an upcoming group project. 7.ET.CT.2.3
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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.

- 1 Students employ appropriate research techniques to effectively locate credible resources to help them in the learning process. 7.ET.KC.1
 - 1 Use effective search strategies for locating and retrieving electronic information. 7.ET.KC.1.1
- 2 Students learn how to evaluate sources for currency, authority, accuracy, perspective and relevance. 7.ET.KC.2
 - 1 Demonstrate an understanding that media presents messages that are beneficial and may have an inherent bias and question who produced the material. 7.ET.KC.2.1
 - 2 Independently select online resources based on a list of criteria. 7.ET.KC.2.2

- 3 Students use a variety of strategies and digital tools to organize information and make meaningful connections. 7.ET.KC.3
 - 1 Integrate information presented in different media or formats to clarify information, strengthen claims and evidence, and add interest. 7.ET.KC.3.1
- 4 Students use digital tools to explore real world problems and issues and pursue potential solutions. 7.ET.KC.4
 - 1 Create new products to demonstrate knowledge to provide innovative solutions to real-world problems. 7.ET.KC.4.1