

Educational Technology Standards Overview

Strand 1: Creativity and Innovation

Every student should understand and use all concepts and skills from the previous grade levels. The standard is designed so that new learning builds on preceding skills.

Concept 1: Knowledge and Ideas	Use technology to generate knowledge and new ideas.
Concept 2: Models and Simulations	Use digital models and simulations to examine real-world connections, explore complex systems and issues, and enhance understanding.
Concept 3: Trends and Possibilities	Use technology to forecast trends and possibilities. (I.E.: make predictions & draw conclusions).
Concept 4: Original Works	Use digital tools for creating original works in innovative ways for self expression & projects individually & collaboratively.

Strand 2: Communication and Collaboration

Every student should understand and use all concepts and skills from the previous grade levels. The standard is designed so that new learning builds on preceding skills.

Concept 1: Effective Communication Digital Interactions	Communicate and collaborate with others employing a variety of digital environments and media. (PO2 Safety and etiquette in digital environments).
Concept 2: Digital Solutions	Contribute to project teams to produce original works or solve problems.
Concept 3: Global Connections	Create cultural understanding and global awareness by interacting with learners of other cultures.

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Strand 3: Research and Information Literacy

Every student should understand and use all concepts and skills from the previous grade levels. The standard is designed so that new learning builds on preceding skills.

Concept 1: Planning

Plan strategies to guide inquiry. (I.E.: K-W-L and research planning).

Concept 2: Processing

Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media. (I.E.: Keyword search; primary vs. secondary sources; reliable sources; fact accuracy; fact vs. opinion and bias influence; copyright laws; etc.)

Strand 4: Critical Thinking, Problem Solving and Decision Making

Every student should understand and use all concepts and skills from the previous grade levels. The standard is designed so that new learning builds on preceding skills.

Concept 1: Investigation

Identify and define authentic problems and significant questions for investigations. (I.E.: Essential questions to drive instruction).

Concept 2: Exploring Solutions

Plan and manage activities to develop solutions to answer a question or complete a project.

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Strand 5: Digital Citizenship

Every student should understand and use all concepts and skills from the previous grade levels. The standard is designed so that new learning builds on preceding skills.

Concept 1: Safety and Ethics

Advocate and practice safe, legal, and responsible use of information and technology.

Concept 2: Leadership for Digital Citizenship

Demonstrate leadership for digital citizenship.

Concept 3: Impact of Technology

Develop an understanding of cultural, historical, economic and political impact of technology on individuals and society.

Strand 6: Technology Operations and Concepts

Every student should understand and use all concepts and skills from the previous grade levels. The standard is designed so that new learning builds on preceding skills.

Concept 1: Understanding

Recognize, define, and use technology processes, systems, and applications.

Concept 2: Applications

Select and use applications effectively and productively.

Concept 3: Problem Solving

Define problems and investigate solutions in systems and processes.

Concept 4: Transfer of Knowledge

Transfer current knowledge to learning new technologies.