

Grades 9-12

LEVERAGING TECHNOLOGY

- 1 Leverage technology to collect, document and present digital works, enhancing the quality and accessibility of their creations.** [9-12.ICT.1.1](#)

- 2 Build networks to leverage tools that support development of a personalized learning path.** [9-12.ICT.1.2](#)

- 3 Use technology to seek and give feedback that informs and improves the learning and development process.** [9-12.ICT.1.3](#)

- 4 Demonstrate the ability to select, use and troubleshoot current technologies and transfer their knowledge and skills to new technologies.** [9-12.ICT.1.4](#)

DIGITAL CITIZENSHIP

- 1 Develop and manage their digital identity and understand the permanence of their digital actions including the effect on current and future reputation.** [9-12.ICT.2.1](#)

- 2 Engage in positive, safe, legal and ethical behavior when using technology.** [9-12.ICT.2.2](#)

- 3 Demonstrate an understanding of the rights and obligations of using and sharing intellectual property.** [9-12.ICT.2.3](#)

- 4 Maintain their digital security and understand data collection technology used to track their online activity.** [9-12.ICT.2.4](#)

INFORMATION PROCESSING AND PRODUCTION

- 1 Utilize effective research strategies to plan and gather information from relevant sources.** [9-12.ICT.3.1](#)

- 2 Evaluate the accuracy, perspective, credibility and relevance of information in any format.** [9-12.ICT.3.2](#)

- 3 Create deliverables utilizing a variety of formats to demonstrate meaningful connections and conclusions from their research.** [9-12.ICT.3.3](#)

- 4 Explore real-world issues and problems, develop ideas and theories while pursuing solutions.** [9-12.ICT.3.4](#)

INNOVATIVE DESIGNER

- 1 Know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.** [9-12.ICT.4.1](#)

2 Select and use digital tools to plan and manage a design process that considers design constraints and calculated risks. 9-12.ICT.4.2

3 Develop, test and refine prototypes as part of a cyclical design process. 9-12.ICT.4.3

4 Display a capacity to work with open-ended problems demonstrating perseverance and adaptability. 9-12.ICT.4.4

COMPUTATIONAL THINKER

1 Analyze problems, identifying opportunities to apply technological methods for solution development. 9-12.ICT.5.1

2 Collect and identify relevant data to facilitate problem-solving and decision-making. 9-12.ICT.5.2

3 Extract key information, breaking problems into identifiable parts to understand complex systems through research, analysis and feedback. 9-12.ICT.5.3

4 Analyze data for patterns and create a sequence of procedures to design and evaluate automated solutions. 9-12.ICT.5.4

CREATIVE COMMUNICATOR

1 Choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication. 9-12.ICT.6.1

2 Generate innovative creations by either crafting original works or responsibly repurposing and remixing digital resources to form new compositions. 9-12.ICT.6.2

3 Communicate detailed ideas clearly and effectively by creating or using a variety of deliverables. 9-12.ICT.6.3

4 Publish or present content that customizes the message and medium for their intended audiences. 9-12.ICT.6.4

GLOBAL COLLABORATOR

1 Use digital tools to engage with diverse backgrounds and cultures, broadening mutual understanding and learning through these interactions. 9-12.ICT.7.1

2 Use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from diverse viewpoints. 9-12.ICT.7.2

3 Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal. 9-12.ICT.7.3

4 Explore local and global issues and use collaborative technologies to work with others to investigate, develop new understandings, make decisions, and/or solve problems. 9-12.ICT.7.4
