

Grades K, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12

Adopted 2008

Creativity and Innovation

Students demonstrate creative thinking and problem solving skills to develop innovative products and processes using (digital) technology. Students:

- A. Apply existing knowledge to forecast possibilities and generate new ideas, products or processes. **ET.1.A**
 - B. Create original works as a means of personal or group expression. **ET.1.B**
 - C. Develop or apply models and simulations to explore complex systems, issues and trends. **ET.1.C**
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Communication and Collaboration

Students use digital media and environments to communicate and work collaboratively, across the global community, to support individual learning and contribute to the learning of others. Students:

- A. Interact and collaborate with peers, experts, or others employing a variety of digital environments and media. **ET.2.A**
 - B. Effectively communicate and publish to multiple audiences using a variety of media and formats. **ET.2.B**
 - C. Engage with learners from other cultures to develop cultural understanding and global awareness. **ET.2.C**
 - D. Contribute to project teams. Produce original works or solve problems in a team setting. **ET.2.D**
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Research and Information Fluency

Students select and apply digital tools to gather, evaluate, validate, and use information. Students:

- A. Plan strategies to guide inquiry. **ET.3.A**
 - B. Locate, organize and use information ethically from a variety of sources and media. **ET.3.B**
 - C. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks. **ET.3.C**
 - D. Analyze, evaluate, and summarize information or data and report results. **ET.3.D**
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Critical Thinking, Problem Solving and Decision Making

Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. Students:

- A. Identify and define authentic problems and significant questions for investigation. **ET.4.A**
 - B. Plan and manage activities to develop a solution or complete a project. **ET.4.B**
 - C. Collect and analyze data to identify solutions and or make informed decisions. **ET.4.C**
 - D. Use multiple processes and diverse perspectives to explore alternative solutions. **ET.4.D**
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Digital Citizenship

Students understand human, cultural, and societal issues related to digital technology and practice legal, ethical, and responsible behavior. Students:

- A. Advocate and practice safe, legal, and responsible use of information and digital technology. **ET.5.A**
 - B. Model and practice a positive attitude toward using digital technology that supports collaboration, learning, and productivity. **ET.5.B**
 - C. Demonstrate personal responsibility for lifelong learning. **ET.5.C**
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Technology Operations and Concepts

Students utilize technology concepts and tools to learn. Students:

- A. Select, use, and troubleshoot tools efficiently. **ET.6.A**
- B. Transfer current knowledge to learning of new technologies. **ET.6.B**