

The ISTE National Education Technology Standards for Students

Standard #1: Creativity and Innovation



Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:

- Apply existing knowledge to generate new ideas, products, or processes
- Create original works as a means of personal or group expression
- Use models and simulations to explore complex systems and issues
- Identify trends and forecast possibilities

						Performance Indicators
K	1	2	3	4	5	I: Introductory D: Developing P: Proficient E: Expanding/Maintaining
I	D	P	E	E	E	A. Use a variety of technology resources for learning activities
	I	D	P	E	E	B. Use graphics, images, photos or clip art to illustrate ideas and concepts
		I	D	P	E	C. Use technology resources to develop graphic organizers and learning maps
			I	D	P	D. Use a variety of technology tools and resources to aide in the writing process
				I	D	E. Modify or create images for use in a project
					I	F. Produce a digital story using technology resources (videos, podcasts, vcasts, slideshows)

Standard #2: Communication and Collaboration



Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:

- Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media
- Communicate information and ideas effectively to multiple audiences using a variety of media and formats
- Develop cultural understanding and global awareness by engaging with learners of other cultures
- Contribute to project teams to produce original works or solve problems

K	1	2	3	4	5	Performance Indicators				
						I: Introductory	D: Developing	P: Proficient	E: Expanding/Maintaining	
I	D	P	E	E	E	A. Engage in learning activities with learners from multiple cultures using technology tools				
	I	D	P	E	E	B. Access information through communication with others				
		I	D	P	E	C. Work collaboratively with others outside the school on a project using a Web 2.0 tool				
			I	D	P	D. Use presentation software and web based presentation applications				
				I	D	E. Use technology tools for individual and collaborative writing, communication, and publishing activities to create products for audiences inside and outside the classroom				

Standard #3: Research and Information Fluency



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

- Plan strategies to guide inquiry
- Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media
- Evaluate and select information sources and digital tools based on the appropriateness to specific tasks
- Process data and report results

K	1	2	3	4	5	Performance Indicators			
						I: Introductory	D: Developing	P: Proficient	E: Expanding/Maintaining
I	D	P	E	E	E	A. Use developmentally appropriate technology resources (e-books, educational software, websites)			
	I	D	P	E	E	B. Gather information using technology resources			
		I	D	P	E	C. Find and evaluate information related to a curricular event using technology resources			
			I	D	P	D. Identify, research, and collect data on an issue using technology resources and propose a developmentally appropriate solution			
				I	D	E. Evaluate and recognize the accuracy, relevance, and bias of online sources while researching			
					I	F. Plan strategies to make online searches effective and efficient			

Standard #4: Critical Thinking, Problem Solving, and Decision Making

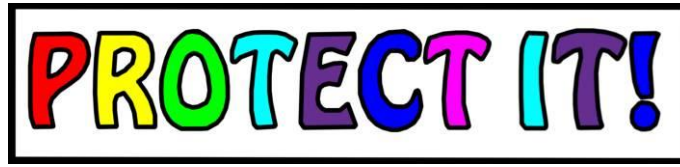


Students use critical thinking skills to plan and conduct research, manage products, solve problems, and make informed decisions using appropriate digital tools and resources. Students:

- Identify and define authentic problems and significant questions for investigation
- Plan and manage activities to develop a solution or complete a project
- Collect and analyze data to identify solutions and/or make informed decisions
- Use multiple processes and diverse perspectives to explore alternative solutions

						Performance Indicators
K	1	2	3	4	5	I: Introductory D: Developing P: Proficient E: Expanding/Maintaining
I	D	P	E	E	E	A. Use simulations and graphic organizers to explore and depict patterns
	I	D	P	E	E	B. Use technology tools and resources (puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, extended learning activities, and illustration of thoughts, ideas, and stories
		I	D	P	E	C. Use technology tools to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum
			I	D	P	D. Select and apply technology tools and resources to collect, organize, analyze, and interpret data to evaluate theories and to solve problems
				I	D	E. Represent numerical data using spreadsheet software
					I	F. Use technology resources to participate in collaborative problem-solving activities for the purpose of developing solutions or products for audiences inside and outside the classroom

Standard #5: Digital Citizenship



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

- Advocate and practice safe, legal, and responsible use of information and technology
- Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity
- Demonstrate personal responsibility for lifelong learning
- Exhibit leadership for digital citizenship

K	1	2	3	4	5	Performance Indicators			
						I: Introductory	D: Developing	P: Proficient	E: Expanding/Maintaining
I	D	P	E	E	E	A. Practice responsible use of technology			
I	D	P	E	E	E	B. Develop an understanding of accounts, passwords, and the nature of personal information			
I	D	P	E	E	E	C. Navigate educational websites without being distracted by the ads, pop ups, and unrelated material			
	I	D	P	E	E	D. Develop safe and responsible online communication strategies for creating screen names, keeping personal information private, and ways of responding to others			
		I	D	P	E	E. Demonstrate positive social and ethical behaviors using technology, including "netiquette"			
			I	D	P	F. Understand the benefits of online communication such as IM, chat, e-mail, and postings (socialization, collaboration, education)			
			I	D	P	G. Demonstrate safe and cooperative use of technology, including the dangers of online communication (strangers)			
			I	D	P	H. Understand the structure, rules, and nature of online communities			
				I	D	I. Understand the nature and hurtfulness of cyber bullying and develop prevention strategies			
				I	D	J. Understand basic issues related to responsible use of technology and information and describe personal, social, emotional, and legal consequences of inappropriate use			
					I	K. Understand the district's internet filtering system and why it is used			
					I	L. Understand the legal issues of copyright/intellectual property as they relate to plagiarism and file sharing sites			
					I	M. Understand the dangers of online communication (scams, viruses, spam)			

Standard #6: Technology Operations and Concepts



Students demonstrate a sound understanding of technology concepts, systems, and operations. Students:

- Understand and use technology systems
- Select and use applications effectively and productively
- Troubleshoot systems and applications
- Transfer current knowledge to learning of new technologies

K	1	2	3	4	5	Performance Indicators			
						I: Introductory	D: Developing	P: Proficient	E: Expanding/Maintaining
I	D	P	E	E	E	A. Use individual account names and password to log onto the network and manage files in their home directory			
I	D	P	E	E	E	B. Identify parts of a computer and understand and use basic keyboard functions and mouse operations			
I	D	P	E	E	E	C. Use shortcuts and icons to launch software programs and navigate and operate the application			
I	D	P	E	E	E	D. Demonstrate the ability to navigate in virtual environments such as e-books, software, and web sites			
I	I	I	I	I	I	E. Develop proper keyboarding technique using both hands for fluent data entry (kindergarten-focus on using both hands, third grade-focus on using the home row, fifth grade-focus on using the whole keyboard)			
	I	D	P	E	E	F. Use input devices (mouse, keyboard, camera, SMARTBoard, SRS) and output devices (monitor, projector, printer) to successfully operate computers and other technology tools			
	I	D	P	E	E	G. Communicate about technology using developmentally appropriate and accurate terminology			
		I	D	P	E	H. Use internet addresses (URLS) to access educational websites			
		I	D	P	E	I. Understand and apply basic file management concepts such as opening, saving, and printing files			
			I	D	P	J. Use peripherals (scanners, digital cameras, flip cam) as ways to add functionality to a computer system			
				I	D	K. Use multiple applications simultaneously, navigate between them, and cut/copy/paste			
				I	D	L. Recognize common uses of technology in daily life and the advantages and disadvantages those uses provide			
					I	M. Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems			
					I	N. Apply previous knowledge of digital technology operations to analyze and solve basic troubleshooting (restarting machine, reloading webpage, accessing a locked computer)			