

Discipline: Information and Technology Literacy (ITL)

**Content Area:** Empowered Learner(EL)

**Standard:** EL1 -Students leverage digital tools and strategies to take an active role in choosing and achieving their learning goals.

**EL1.a:** Set goals and reflect.

**EL1.a.3.i:**

Create personal learning goals and select digital tools to achieve them.

**EL1.a.4.i:**

Utilize digital tools to reflect on and revise the learning process and make necessary revisions as needed to achieve goals with educator support.

**EL1.b:** Build network to support learning.

**EL1.b.2.i:**

Select digital tools to help build a network of experts and peers to enrich the learning experience with educator support.

**EL1.c:** Create personalized learning environment.

**EL1.c.2.i:**

Explore and select digital tools to customize personalized learning environments with educator support.

**EL1.d:** Seek and utilize feedback.

**EL1.d.2.i:**

Seek performance feedback, and features embedded in digital tools to collect data and make learning adjustments with educator support.

**Standard:** EL2 -Students understand the fundamental concepts of technology operations and demonstrate the ability to choose, use, and troubleshoot current technologies.

**EL2.a:** Understand and apply functions and operations.

**EL2.a.2.i:**

Explore and select appropriate digital tools based on the necessary concepts of technology operations.

**Standard:** EL3 - Students are able to transfer knowledge to explore emerging technologies.

**EL3.a:** Transfer knowledge to emerging technology.

**EL3.a.2.i:**

Transfer learning between digital tools and learning environments.

**Content Area:** Digital Citizen(DC)

**Standard:** DC1 -Students recognize the rights, responsibilities, and opportunities of living, learning, and working in an interconnected digital world.

**DC1.a:** Cultivate and manage digital identity and reputation.

**DC1.a.4.i:**

Identify information that should not be shared online because it is private and personal.

**DC1.a.5.i:**

Identify the traits of a positive and negative online identity.

**DC1.a.6.i:**

Recognize that photos can be altered digitally and identify the pros and cons of alteration.

**DC1.b:** Manage personal data to maintain digital privacy and security.

**DC1.b.4.i:**

Utilize strong and secure passwords to protect private account information.

**DC1.b.5.i:**

Demonstrate an understanding of what personal data is, how to keep it private, and how it might be shared online.

**DC1.b.6.i:**

Identify types of information and terms that can put a person at risk for identity theft and other scams and safely manage unwanted messages.

**Standard:** DC2 -Students will demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.

**DC2.a:** Use information, media and digital resources in a responsible manner.

**DC2.a.2.i:**

Recognize difference between content consumption, creation, and remixing.

**DC2.b:** Respect intellectual property rights.

**DC2.b.2.i:**

Explain and apply the concept of intellectual property rights and how copyrights protect authors and producers.

**DC2.c:** Recognize the rights and responsibilities of intellectual freedom in a democratic society.

**DC2.c.4.i:**

Define and explain the concept of intellectual freedom and identify examples of censorship.

**DC2.c.5.i:**

Participate responsibly and respectfully in a digital community.

**DC2.c.6.i:**

Identify and create positive and constructive feedback.

**Content Area:** Knowledge Constructor (KC)

**Standard:** KC1 -Students critically curate a variety of of digital tools and diverse resources.

**KC1.a:** Plan and employ effective research strategies.

**KC1.a.4.i:**

Explore and use different keyword searches such as using multiple words, synonyms, and alternative words and phrases; and refine searches by drawing inferences to explain search results.

**KC1.a.5.i:**

Collaborate with an educator to employ appropriate research techniques to locate and access print and digital resources that help in the learning process.

**KC1.a.6.i:**

Follow an inquiry-based process by generating questions and exploring different ways to locate and evaluate sources that provide needed information.

**KC1.b:** Evaluate the accuracy, perspective, credibility, and relevance of information, media, data or other resources.

**KC1.b.3.i:**

Evaluate digital resources to determine credibility and accuracy with educator support.

**KC1.b.4.i:**

Identify how websites can be used to appeal to different groups to evoke a response and action.

**KC1.c:** Curate information from digital resources.

**KC1.c.2.i:**  
Organize information from a variety of educator-selected, curated content and make meaningful, thematic connections between resources.

**Standard:** KC2 - Students produce creative artifacts and make meaningful learning experiences from curated knowledge for themselves and others.

**KC2.a:** Produce creative artifacts.

**KC2.a.2.i:**  
Explore, select, and utilize sources of curated information to produce creative artifacts to make meaningful learning experiences.

**KC2.b:** Build knowledge by actively exploring real-world issues and problems.

**KC2.b.3.i:**  
Utilize prior and background knowledge as context for inquiry.

**KC2.b.4.i:**  
Connect learning to age-appropriate real-world issues and problems and begin to develop questions for problem solving.

**Content Area:** Innovative Designer (ID)

**Standard:** ID1 - Students use a variety of digital tools and resources to identify and solve authentic problems using design thinking.

**ID1.a:** Find authentic problems in local and global contexts.

**ID1.a.2.i:**  
Identify and describe problems or challenges that affect the community. Analyze all conditions that make it a problem.

**ID1.b:** Exhibit tolerance for ambiguity, perseverance and the capacity to work with authentic, open-ended problems.

**ID1.b.2.i:**  
Demonstrate perseverance when working with authentic, open-ended problems.

**Standard:** ID2 - Students use a variety of technologies within a design process to create new, useful and imaginative solutions.

**ID2.a:** Know and use a deliberate design process for generating ideas, testing theories, and creating innovative artifacts and solutions.

**ID2.a.2.i:**  
Explore and practice how a deliberate design process works to generate ideas, considers solutions, plans to solve a problem, and creates innovative products to share with others.

**ID2.b:** Select and use digital resources to plan and manage a design process that considers design constraints and calculated risks.

**ID2.b.2.i:**  
Use age-appropriate digital resources to plan and manage the design process.

**ID2.c:** Develop, test, and refine prototypes as part of a cyclical design process.

**ID2.c.2.i:**  
Engage in an iterative process to develop and test prototypes and reflect on the role that trial and error plays in the design process.

**Content Area:** Computational Thinking (CT)

**Standard:** CT1 - Students develop and employ strategies for understanding and solving problems.

**CT1.a:** Identify, define and interpret problems where digital tools can assist in finding solutions.

**CT1.a.2.i:**  
Identify problems and select appropriate digital tools to analyze and explore solutions.

**CT1.b:** Collect data, then identify and use digital tools to analyze and represent the data to find solutions.

**CT1.b.2.i:**  
Utilize an age-appropriate digital tools to collect data, design, code, test and verify possible solutions collect and represent data to discuss results and share conclusions.

**CT1.c:** Break problems into smaller parts, identify key information, and develop descriptive models.

**CT1.c.2.i:**  
Separate problems into smaller parts, identify patterns and key information, and brainstorm ways to solve the problem.

**Content Area:** Creative Communicator (CC)

**Standard:** CC1 - 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.

**CC1.a:** Choose appropriate platforms and digital tools.

**CC1.a.2.i:**  
Evaluate and utilize the features and functions of a variety of digital tools for producing new creations or communications with educator support.

**CC1.b:** Create or remix digital resources.

**CC1.b.2.i:**  
Differentiate between original and remixed digital work. Apply strategies to responsibly remix creative work.

**CC1.c:** Communicate effectively using a variety of digital tools.

**CC1.c.2.i:**  
Create digital artifacts to communicate ideas clearly.

**Standard:** CC2 - Students publish and present content customized for their audience(s), purpose, and task.

**CC2.a:** Publish and present content.

**CC2.a.2.i:**  
Recognize the impact of the audience, purpose, and task when publishing and presenting content.

**Content Area:** Global Collaborator (GC)

**Standard:** GC1 - Students use digital tools to broaden their perspectives and enrich their learning with culturally responsive practices by collaborating and working effectively with local and global teams.

**GC1.a:** Use digital tools to connect with learners from a variety of backgrounds and cultures.

**GC1.a.2.i:**  
Use digital tools to create connections with an authentic audience from diverse backgrounds or cultures.

**GC1.b:** Contribute constructively on project teams.

**GC1.b.2.i:**  
Explore and participate in a variety of roles within a team using age-appropriate digital tools to complete a project or solve a problem.

**GC1.c:** Contribute to the exchange of ideas within and beyond the learning community.

**GC1.c.2.i:**  
Use appropriate digital tools, to gain an understanding of different perspectives and experiences from others, with educator support.

**Standard:** GC2 - Students use digital tools to connect with a global network of learners and engage with issues that impact local and global communities.

**GC2.a:** Use collaborative digital resources to examine issues and problems from diverse local and global perspectives.

**GC2.a.2.i:**  
Select and utilize collaborative digital tools to connect with others - including peers, experts and community members - to explore diverse local and global perspectives.

**GC2.b:** Explore local and global issues and use collaborative digital resources to investigate and develop solutions.

**GC2.b.2.i:**  
Collaborate with others using digital tools to explore local and global issues and solutions.