## 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.1.e:** Identify the purpose of and set personal learning goals with guidance from an educator.
  - **EL1.a.2.e:** Utilize appropriate digital tools to reflect on the learning process with guidance from an educator.

- **EL1.b:** Build network to support learning.
  - **EL1.b.1.e:** Explore and identify digital tools to be used to connect with others to enhance their learning with guidance from an educator.

- **EL1.c:** Create personalized learning environment.
  - **EL1.c.1.e:** Identify and explore digital tools that can be used to support personalized learning environment with guidance from an educator.

- **EL1.d:** Seek and utilize feedback.
  - **EL1.d.1.e:** Receive performance feedback and make adjustments based on that feedback with guidance from an educator.

### 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.1.e:** Explore a variety of digital tools that will support learning.

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

- **EL3.a:** Transfer knowledge to emerging technology.
  - **EL3.a.1.e:** Recognize the patterns in the fundamental operations across a variety of digital tools.

## 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.1.e:** Recognize how information put online creates a digital footprint and can leave a "trail" online (digital footprint).
  - **DC1.a.2.e:** Relate positive behavior offline to positive behavior online.
  - **DC1.a.3.e:** Recognize that online information may not be factual.

- **DC1.b:** Manage personal data to maintain digital privacy and security.
  - **DC1.b.1.e:** Understand the functions of usernames and passwords.
  - **DC1.b.2.e:** Recognize how personal information creates your identity.
  - **DC1.b.3.e:** Seek trusted adult if a website asks for any personal information and begin to identify inappropriate content.

### 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.1.e:** Identify guidelines for acceptable use of Internet and other resources.

- **DC2.b:** Respect intellectual property rights.
  - **DC2.b.1.e:** Recognize the intellectual property use must be cited.

- **DC2.c:** Recognize the rights and responsibilities of intellectual freedom in a democratic society.
  - **DC2.c.1.e:** Demonstrate respectful discourse, and an understanding of the importance of hearing perspectives different from one’s own, with educator guidance.
  - **DC2.c.2.e:** Explore what information is appropriate to put online with guidance from and educator.
  - **DC2.c.3.e:** Demonstrate respect in social situations.

## Knowledge Constructor (KC)

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

- **KC1.a:** Plan and employ effective research strategies.
  - **KC1.a.1.e:** Utilize knowledge of the alphabet to search and use databases; use basic keyword search techniques to locate information.
  - **KC1.a.2.e:** Utilize digital tools and resources, contained within a classroom platform or otherwise provided by the educator, to find information on topics of interest.
  - **KC1.a.3.e:** Follow an inquiry-based process by forming simple questions, and begin exploring ways to answer them using print and digital resources.

- **KC1.b:** Evaluate the accuracy, perspective, credibility, and relevance of information, media, data or other resources.
  - **KC1.b.1.e:** Explore various websites identifying different information and graphics with guidance from an educator.
KC1.b.2.e: Recognize websites can influence decision-making.

KC1.c.1.e: Explore a variety of educator-selected, curated content tools to acquire and organize information.

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.1.e: Explore a variety of educator-selected resources, and with assistance, create an artifact that demonstrates connections to their learning.

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

KC2.b.1.e: Build knowledge to connect ideas to your own interests, previous knowledge, and experience.

KC2.b.2.e: With guidance from an educator, students explore real-world issues and problems and share their ideas about them with others.

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.1.e: Identify and describe a problem or challenge within the classroom or home environment. Explain why it is a problem.

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

ID1.b.1.e: Demonstrate perseverance when working to complete a challenging task.

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.1.e: Identify and describe a problem or challenge within the classroom or home environment. Explain why it is a problem.

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

ID2.b.1.e: Use age-appropriate digital resources to employ guided practice of a formal design process.

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

ID2.c.1.e: Use a guided design process to create, test, and redesign if necessary.

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.1.e: Identify a problem and use digital tools to explore and find solutions.

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

CT1.b.1.e: Utilize age-appropriate digital tools to collect, organize, and represent data.

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

CT1.c.1.e: Separate a simple problem into smaller parts, identify 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.1.e: Use age appropriate digital tools for producing new creations or published communications with guidance from an educator.

CC1.b: Create or remix digital resources.

CC1.b.1.e: Recognize the differences between original and remixed digital work. Use digital tools, with educator guidance, to create original and remixed work.

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

CC1.c.1.e: Communicate ideas using a variety of digital tools with educator guidance.

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

CC2.a: Publish and present content.

CC2.a.1.e: Identify audiences and appropriate communication strategies.

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.1.e: Use digital tools and resources to understand similarities and differences of others in the classroom and beyond.

GC1.b: Contribute constructively on project teams.

GC1.b.1.e: Learn a variety of roles within a team to cooperate.

GC1.c: Contribute to the exchange of ideas within and beyond the learning community.
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.1.e:** Use pre-selected digital tools to communicate with others and to look at problems from diverse local and global perspectives.

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

**GC2.b.1.e:** Use pre-selected digital tools to work together to understand issues and recommend solutions.