

## Empowered Learner

### **ISTE 1.1**

Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals, informed by the learning sciences.

#### **ISTE 1.1.a**

Students articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.

#### **ISTE 1.1.b**

Students build networks and customize their learning environments in ways that support the learning process.

#### **ISTE 1.1.c**

Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

#### **ISTE 1.1.d**

Students understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.

## Digital Citizen

### **ISTE 1.2**

Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.

#### **ISTE 1.2.a**

Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.

## Digital Citizen

### **ISTE 1.2.b**

Students engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.

### **ISTE 1.2.c**

Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.

## Knowledge Constructor

### **ISTE 1.3**

Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.

### **ISTE 1.3.a**

Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.

### **ISTE 1.3.d**

Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.

## Innovative Designer

### **ISTE 1.4**

Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.

## Innovative Designer

### **ISTE 1.4.b**

Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.

## Computational Thinker

### **ISTE 1.5**

Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.

### **ISTE 1.5.b**

Students collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making.

### **ISTE 1.5.d**

Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

## Creative Communicator

### **ISTE 1.6**

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.

### **ISTE 1.6.a**

Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.

### Global Collaborator

#### **ISTE 1.7**

Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.

#### **ISTE 1.7.c**

Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.

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Students explore local and global issues and use collaborative technologies to work with others to investigate solutions.

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