

- I wonder...

Survey Link

DRAFT STANDARDS FRAMEWORK

1. Standard name - Empowered learner

Standard statement: *Students take an active role in choosing and pursuing their learning goals, leveraging technology to plan, convey, and achieve them.*

Standards performance indicators:

- Students set learning goals and advocate for learning approaches and tools that align with their needs, abilities, working styles, and interests.
- Students participate in online learning communities or networks to reach their learning goals and in pursuit of lifelong learning.
- Students use digital tools during reflection and to bring transparency to their metacognitive processes.
- Students choose a variety of ways to demonstrate competency and content knowledge using digital tools.

2. Standard name - Knowledge constructor

Standard statement: *Students construct knowledge and make meaning for themselves and others by using digital tools to curate data and information.*

Standards performance indicators:

- Students use a variety of tools and strategies to research information and resources.
- Students evaluate and select digital resources and information based on quality, accuracy, perspective, and credibility of information, media, and sources.
- Students use digital tools to find, filter, organize, evaluate, and synthesize resources for a defined purpose.
- Students derive meaning from their findings and demonstrate understanding of an issue, field, or problem.

3. Standard name - Innovative designer/maker

- c. Students prototype innovative designs, concepts, products, or solutions and test and refine them.
- d. Students exhibit perseverance and a tolerance for ambiguity, work through failure, and make decisions based on calculated risk.

4. Standard name - Computational thinker

Standard statement: Students identify and explore authentic problems using algorithmic thinking to propose or automate solutions.

Standards performance indicators:

- a. Students identify authentic problems and use problem decomposition to explore strategies for how to address them.
- b. Students use tools to collect, analyze, and represent data—including information from big data sources—in order to find patterns and organize the data into useful conclusions.
- c. Students understand how automation works and develop procedures or algorithms to automate solutions.
- d. Students use logical reasoning and abstraction to understand how systems work and to identify the crucial information needed to solve problems or generate artifacts.

5. Standard name - Creative communicator/Creative learner/Creator and communicator

Standard statement: Students communicate clearly and express themselves creatively for a variety of purposes using the tools, styles, formats, and digital media appropriate to their goals.

Standards performance indicators:

- a. Students create, repurpose, and/or remix digital assets to express ideas or generate learning artifacts.
- b. Students evaluate a variety of media and formats, and publish their work in venues that meet their goals.
- c. Students create visualizations, models, and simulations to communicate complex ideas clearly and effectively.
- d. Students communicate with a variety of audiences and demonstrate skill in connecting both medium and message to each audience.

6. Standard name - Global collaborator

- c. Students lead and contribute in project teams, assuming various roles and responsibilities in order to work effectively toward a common goal.
- d. Students work within teams to facilitate collegial feedback, build consensus, support team capacity, and manage work scopes.

7. Standard name - Digital citizen

Standard statement: *Students operate in a manner that demonstrates their understanding of the opportunities, responsibilities, risks, and foundational skills required to live, learn, and work in an increasingly digital world.*

Standards performance indicators:

- a. Students understand and practice safe, legal, ethical, and responsible use of technology, information, and resources.
- b. Students are aware of the persistence of their activity in the digital world and actively foster a positive digital identity and reputation.
- c. Students critically consume technology and media and understand the social, legal, and ethical impact computing and technology has on our lives.
- d. Students evaluate new and emerging technologies and transfer their knowledge of technology operations to use them.

A request from ISTE: Due to the volume of participants, please close this file when you have completed the survey. Thanks!

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