

4. Innovative Designer

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

- know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems
- select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.
- develop, test and refine prototypes as part of a cyclical design process.
- exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.

	Technology Targets
	I = Introduce: Skill is demonstrated, discussed, and experienced. D = Develop: Skill is practiced, reinforced, and enhanced. P = Proficient: Efficiently applies skills in predictable and unpredictable situations

	K	1	2	3	4	5	6	7	8	9	10	11 12
I will be able to find, understand, select and compare virtual simulations.										I	D	P
I will be able to explore cause & effect of a virtual simulation.										I	D	P
I will be able to select digital resources to organize a project or solve a problem.							I	D	P			
I will be able to modify or create a new technology to solve a problem or meet a need. (Example: build an app, customize font size for reading, etc.)								I	D	D	D	P