

SECTION 1: STUDENTS

1.1. Empowered Learner

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

- 1.1.a. Set learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process to improve learning outcomes.
- 1.1.b. Build networks and customize their learning environments in ways that support the learning process.
- 1.1.c. Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.
- 1.1.d. Understand fundamental concepts of how technology works, demonstrate the ability to choose and use current technologies effectively, and are adept at thoughtfully exploring emerging technologies.

1.3. Knowledge Constructor

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. Students:

- 1.3.a. Use effective research strategies to find resources that support their learning needs, personal interests and creative pursuits.
- 1.3.b. Evaluate the accuracy, validity, bias, origin, and relevance of digital content.
- 1.3.c. Curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.
- 1.3.d. Build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.

1.2. Digital Citizen

Students recognize the responsibilities and opportunities for contributing to their digital communities. Students:

- 1.2.a. Manage their digital identity and understand the lasting impact of their online behaviors on themselves and others and make safe, legal and ethical decisions in the digital world.
- 1.2.b. Demonstrate empathetic, inclusive interactions online and use technology to responsibly contribute to their communities.
- 1.2.c. Safeguard their well-being by being intentional about what they do online and how much time they spend online.
- 1.2.d. Take action to protect their digital privacy on devices and manage their personal data and security while online.

1.4. 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:

- 1.4.a. Know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.
- 1.4.b. Select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.
- 1.4.c. Develop, test and refine prototypes as part of a cyclical design process.
- 1.4.d. Exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.

1.6. Creative Communicator

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. Students:

- 1.6.a. Choose the appropriate platforms and digital tools for meeting the desired objectives of their creation or communication.
- 1.6.b. Create original works or responsibly repurpose or remix digital resources into new creations.
- 1.6.c. Use digital tools to visually communicate complex ideas to others.
- 1.6.d. Publish or present content that customizes the message and medium for their intended audiences.

1.5. Computational Thinker

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

- 1.5.a. Formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.
- 1.5.b. 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.
- 1.5.c. Break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.
- 1.5.d. Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

1.7. Global Collaborator

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

- 1.7.a. Use digital tools to connect with peers from a variety of backgrounds recognizing diverse viewpoints and broadening mutual understanding.
- 1.7.b. Use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.
- 1.7.c. Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.
- 1.7.d. Explore local and global issues and use collaborative technologies to work with others to investigate solutions.

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