



Regional Occupational Program

Game Design 2 A-G 2026-2027

COURSE DESCRIPTION

Game Design 2 provides students an opportunity to develop, design, produce, publish, and distribute a game. Students in Game Design 2 will actively perform as a member of a game development team to build an industry-standard video game. The development team will additionally work together to compose a game development plan, game-building procedures and a marketing and publishing strategy. Students will explore concurrent video game industry practices while focusing on a real-life scenario of delivering their game through digital distribution.

Course Information:

Course Length:	1 Year
Prerequisite:	Game Design 1
Course Level:	Capstone
UC:	Yes G - Elective
Articulated:	No
Industry Cert.:	No
Industry Sector:	Arts, Media, and Entertainment
Pathway:	Game Design and Integration
CALPADS:	7262

O*Net SOC Codes:

15-1255.01	Video Game Designer
27-1024	Graphic Designer
27-1014	Special Effects Artists and Animators

Legend:

CTE - PS	CTE Pathway Standards
CRP	Career Ready Practices
CTE - AS	CTE Anchor Standards
CCSS	Common Core State Standards
ISTE	International Society for Technology in Education

*Includes updates from the 25/26 Arts, Media and Entertainment Advisory
[Advisory Minutes](#)*

Video Game Design 2

Course Orientation

- a. Discuss objectives for this course, including competencies, teacher expectations, classroom policies, and procedures.
- b. Identify and discuss the acquisition of transferable skills (communication, collaboration, creativity, and critical thinking) and their importance to being college and career ready and for future personal and professional success.
- c. Review objectives, competencies, and course syllabus.
- d. Discuss student and teacher expectations, including behavior, class rules, appropriate dress, pre-course knowledge, and grading policies, including enrollment and attendance requirements and procedures, and classroom/school safety and disaster procedures.
- e. Discuss next steps in course sequence related to the career pathway, the need for reinforcement of basic skills, transferrable skills, and postsecondary and career options.
- f. Discuss the Big Six: Career Ready Essentials and the Standards for Career Ready Practice as they relate to this course, all aspects of the industry sector, and being college and career ready.

Big Six: Career Ready Essentials

1. Effective Communication	CTE - PS	CRP	CTE - AS	CCSS	ISTE
<ol style="list-style-type: none"> a. Demonstrate effective verbal communication and conflict resolution skills. b. Use the writing process to develop written communication with the appropriate tone, organization, and format for the identified audience. c. Explain the effect of interpersonal skills on one's ability to communicate effectively and develop relationships. d. Describe the impact of ineffective communication on business relationships. e. Analyze the impact of vocabulary, body language, and tone on verbal communication. f. Demonstrate active listening skills. g. Accurately interpret industry-specific written communication. h. Model responsible and effective use of various communication technologies. i. Identify valid and reliable digital reference and resource materials. j. Gather information from multiple digital sources to compare and contrast, synthesize, and summarize. k. Identify and use appropriate communication and collaboration technologies. l. Utilize technology to problem solve, accomplish tasks, and to produce or publish products. 		<u>1</u> <u>2</u> <u>11</u>	<u>2</u> <u>3</u> <u>4</u> <u>5</u> <u>7</u> <u>8</u> <u>9</u> <u>10</u> <u>11</u>	<u>LS</u> <u>9-10</u> <u>11-12.6</u> <u>SLS</u> <u>11-12.2</u> <u>9-10</u> <u>11-12.1</u> <u>11-12.1d</u> <u>WS</u> <u>11-12.7</u> <u>11-12.6</u>	<u>1b,c</u> <u>2c</u> <u>3b,c</u> <u>5c</u> <u>6b,c,d</u>
2. Collaboration, Creativity, and Critical Thinking	CTE - PS	CRP	CTE - AS	CCSS	ISTE
<ol style="list-style-type: none"> a. Demonstrate critical thinking skills for a variety of purposes and in different settings. b. Collaborate to reach consensus on an identical objective through the sharing of knowledge, tasks, and learning. c. Discuss the importance of the critical thinking process to real-world applications. d. Evaluate the impact of creative thinking on problem solving and innovation in real-world applications. 		<u>2</u> <u>4</u> <u>5</u> <u>7</u> <u>9</u> <u>10</u>	<u>2</u> <u>3</u> <u>4</u> <u>5</u> <u>7</u> <u>8</u>	<u>LS</u> <u>9-10</u> <u>11- 12.6</u> <u>SLS</u> <u>9-10</u>	<u>1c</u> <u>3c,d</u> <u>4a-d</u> <u>5c,d</u> <u>6c</u> <u>7b,c,d</u>

<ul style="list-style-type: none"> e. Compile work that demonstrates the process used to (elaborate, refine, analyze) evaluate original ideas and maximize creative efforts. f. Apply divergent and convergent thinking to the development of an original idea or solution. g. Examine real-world limits to adopting ideas. h. Demonstrate creative thinking (preparation, insight, evaluation, elaboration, and communication) to create a new idea or concept. i. Assume shared responsibility for collaborative work, and value the individual contributions made by each team member. j. Evaluate evidence, arguments, claims, and beliefs to identify connections. k. Identify bias, prejudice, propaganda, self-deception, distortion, and misinformation. l. Produce intellectual, informational, or material products that serve an authentic purpose. m. Work effectively and respectfully with those from diverse backgrounds or cultures. n. Demonstrate respect, trust, commitment, and the ability to compromise in collaborative projects. 		11	9 11	11-12.1 11-12.1d 11-12.2 WS 11-12.7 11-12.6	
3. Leaders and Teams: Roles and Responsibilities	CTE - PS	CRP	CTE - AS	CCSS	ISTE
<ul style="list-style-type: none"> a. Determine the individual and team members' roles and responsibilities. b. Demonstrate leadership skills and qualities (i.e., reliability, negotiation skills, initiative, positive reinforcement, recognition of others' efforts, problem-solving skills, conflict resolution, and delegation). c. Explain the importance of technical, social, and communication skills to team success. d. Compare and contrast leadership styles and their effectiveness in various situations. e. Organize and delegate responsibilities in a team setting to encourage ideas, perspectives, and contributions from all team members. f. Develop a strong sense of team identity by brainstorming solutions, volunteering, assisting others, practicing respect and courtesy, and taking initiative. g. Examine situations in which a follower becomes the leader. h. Describe twenty-first-century skills required across all occupations. i. Identify and discuss the characteristics of a successful team (i.e., leadership, cooperation, and effective decision-making). j. Leverage social and cultural differences to increase innovation and quality of work. 		7 8 9	3 7 8 9 11	SLS 11-12.2 9-10 11-12.1 11-12.1d WS 11-12.6	7a,c
4. Legal, Ethical, and Environmental Considerations	CTE - PS	CRP	CTE - AS	CCSS	ISTE
<ul style="list-style-type: none"> a. Demonstrate industry specific ethical and legal practices. b. Identify eco-friendly industry specific practices and resources. c. Identify local, state, and federal regulatory agencies, entities, laws, and regulations. d. Identify discrimination based on race, nationality, religion, gender, age, disability, or sexual orientation. e. Summarize the ethical and legal implications of workplace discrimination and harassment. 		5 7 8 12	3 5 7 8 9 11	WS 11-12.6 11-12.7 SLS 9-10	2a,b 3a,b 5c 6c

<ul style="list-style-type: none"> f. Explain the concept of corporate citizenship. g. Examine an employer's role in protecting the health and welfare of employees, the community, and the environment. h. Analyze current environmental laws and regulations and their impact on industry. i. Compare and contrast both society's and industry's impact on the environment. 				11-12.1 11-12.1d 11-12.2	
5. Personal Growth and Career Planning	CTE - PS	CRP	CTE - AS	CCSS	ISTE
<ul style="list-style-type: none"> a. Demonstrate continued personal development and growth. b. Develop and manage a personal growth and career plan. c. Explain the relationship between sound financial habits and financial security. d. Create and manage a personal financial plan. e. Demonstrate initiative in achieving personal and professional goals. f. Apply time management strategies to meet deadlines. g. Demonstrate a growth mindset through flexibility and a positive attitude. h. Select and demonstrate appropriate job-search and retention techniques. i. Demonstrate strategies to prepare for employment. j. Demonstrate interpersonal skills appropriate for the workplace. k. Elaborate on the importance of perseverance to personal and professional success. l. Discover personal career interests, aptitudes, and skills. 		1 2 3 4 6	2 3 4 7 8 11	LS 9-10 11-12.6 SLS 9-10 11-12.1 11-12.1d 11-12.2 WS 11-12.6	1a 3a,c 4d 6a,d 7b
6. Workplace Safety and Personal Wellness	CTE - PS	CRP	CTE - AS	CCSS	ISTE
<ul style="list-style-type: none"> a. Demonstrate proper industry specific safe work practices to prevent injury or illness. b. Assess the potential impact of goal setting on personal and professional success. c. Describe the role of security and emergency procedures in workplace safety. d. Describe the effect of preventative measures on emergencies in the workplace. e. Identify and describe the causes, prevention, and treatment of common accidents. f. Identify local, state, and federal agencies that regulate workplace safety. g. Explain the role of the California Occupational Safety and Health Administration (Cal-OSHA) and the Environmental Protection Agency (EPA). h. Discuss the basics of system operations. i. Demonstrate the proper use of personal protective equipment (PPE). j. Explain the purpose of and accurately interpret a Safety Data Sheet (SDS). k. Identify hazardous materials and chemicals. l. Demonstrate proper procedures to respond to work-related accidents and injuries. m. Describe how ergonomics, housekeeping, and maintenance are related to accidents and injuries. n. Demonstrate cyber ethics, cyber safety, and cybersecurity. o. Assess the potential impact of preventative physical and mental health measures on workplace safety. 		2 5 6 8 12	2 5 6 7 8 10 11	LS 9-10 11-12.6 WS 11-12.7 11-12.6 SLS 9-10 11-12.1 11-12.1d	1a,d 2a,d 5b

Video Game Design 1 Units of Instruction

7. Project Development and Roles	CTE - PS	CRP	CTE - AS	CCSS	ISTE
<ul style="list-style-type: none"> a. Explain the concept of producing team developed projects. b. Identify multiple departments within industry video game development teams. c. Identify specific developmental roles based on multiple game compositions. d. Identify methods of communication within an industry produced video game. e. Identify scheduling timelines within an industry produced video game. 	D2.1 D6.1	1 2 5 12	1 2 5	LS 9-10 11-12.6 WS 11-12.7	
8. Market Analysis	CTE - PS	CRP	CTE - AS	CCSS	ISTE
<ul style="list-style-type: none"> a. Research corporate and independent developer trends for multiple game genres in the video game industry. b. Explain copyright laws and how they are used to protect intellectual properties. c. Describe the effects of the Children’s Online Privacy Protection Act (COPPA) on the industry. d. Identify target markets including multicultural and regional differences in game consumers. e. Research and prepare a competitive pitch for a new video game. f. Identify the channels of distribution and resources needed for the development of a new video game. 	D1.0 D1.1 D1.5 D4.8 D7.1	1 2 5 12	1 2 5	LS 9-10 11-12.6 WS 11-12.7	
9. Design Concept	CTE - PS	CRP	CTE - AS	CCSS	ISTE
<ul style="list-style-type: none"> a. Explain the concepts of structure and documentation in video game design. b. Evaluate industry standard Game Design Planning (GDP). c. Develop scheduling timelines needed for the completion of a team developed video game. d. Evaluate potential obstacles during the development process. 	D6.0 D6.1 D6.4 D6.5	1 2 4 5 9 10 11 12	1 2 4 5 9	LS 9-10, 11-12.6 WS 11-12.6 11-12.7 SLS 11-12.1b	
10. Game Design Planning (GDP)	CTE - PS	CRP	CTE - AS	CCSS	ISTE
<ul style="list-style-type: none"> a. Develop the concepts for a full-length video game to be produced. b. Design the game concept including genre; art style and target audience. c. Design the gameplay progression including mission, challenge, or puzzle objectives. d. Determine the gameplay mechanics including physics, movement, or actions. e. Determine the gameplay narrative including story, characters, and game world. f. Develop the characters including back story, personality, appearance, animations, abilities, and relevance to story. g. Design the game interface including visuals, menus, and control configurations. h. Develop the game audio including music and sound effects. 	D2.3 D3.0 D3.1 D3.2 D3.3 D3.4 D3.5 D4.0 D4.1	1 2 4 5 9 10	1 2 4 5 9	LS 9-10 11-12.6 WS 11-12.6 11-12.7 SLS	

<ul style="list-style-type: none"> i. Determine the needed hardware for game development including game engine and supportive software. j. Determine the timeline and developmental roles for game completion. 	D4.6 D4.9 D6.3 D6.4 D10.1 D10.3 D10.5			11-12.1b	
11. Game Development Process	CTE - PS	CRP	CTE- AS	CCSS	ISTE
<ul style="list-style-type: none"> a. Build a basic game prototype. b. Refine gameplay mechanics of the prototype. c. Create a game assets library. d. Build 2D or 3D game environments and structures following the GDP. e. Compose or gather all game audio following the GDP. f. Build all concepts of the video game following the GDP. g. Refine game art and environments. h. Play and test video games documenting game errors and bugs. i. Refine video game fixing all game errors and bugs. j. Exhibit game to test audiences noting feedback and responses. k. Revise video game fixing all errors and determining test audience feedback. 	D4.0 D4.1 D4.3 D4.4 D4.5 D4.6 D4.7 D6.7 D10.0 D10.1 D10.2 D10.3 D10.4 D10.6	1 2 4 5 10 11	1 2 4 5	LS 9-10 11-12.6 WS 11-12.6 11-12.7	
12. Publishing and Promotion	CTE – PS	CRP	CTE – AS	CCSS	ISTE
<ul style="list-style-type: none"> a. Evaluate and conduct research for game distribution practices. b. Identify potential game publisher competition and determine best time of year for the game release. c. Develop a marketing plan and strategy for promoting the game. d. Define procedures for acquiring and communicating with consumers. e. Identify and describe the differences between ethical and non-ethical promotional practices. 	D7.1 D7.4 D7.5 D7.6 D8.0	1 2 4 5 7 8 9 10 11 12	1 2 4 5 7 8 9	LS 9-10 11-12.6 WS 11-12.6 11-12.7 SLS 9-10 11-12.1 11-12.1d 11-12.1b	

A-G Approved Key Assignments

1.	Students will create a game using techniques from Video Game Design I to be played by other students in the class. <i>Unit(s) 9, 10</i>
2.	Students will research corporate and independent game developer practices used to produce a marketable game. Students will create a detailed digital timeline based on their findings. <i>Unit(s) 7, 8</i>
3.	Working in groups students will design a plan for the classroom to become a working game studio including necessary roles, departments and structure to be presented to the class. <i>Unit(s) 7, 8, 9</i>
4.	Students will analyze current market trends in the video game industry including game development costs, distribution channels and multicultural and regional differences in consumers then write a 750 word summary on their findings. <i>Unit(s) 7, 8</i>
5.	Based on all industry information discovered in the class students will create a two-minute pitch for a new game identifying a specific target audience to be presented to the class. <i>Unit(s) 9, 10</i>
6.	Students will reverse engineer a game given by the instructor and write a 2-3 page thesis about their finding. <i>Unit(s) 8, 9, 10</i>
7.	Working in a development team, students will create a Game Design Plan (GDP) in the cloud including game overview, assets and mechanics. GDP will include progressive documentation and a history of their revisions. <i>Unit(s) 8, 9, 10</i>
8.	Working in a development team, students will produce a marketable video game from concept to completion following their GDP utilizing all game design skills acquired. <i>Unit(s) 7,8, 9, 10, 11</i>
9.	Working in a development team, students will create a marketing strategy to promote and distribute their game. <i>Unit(s) 11</i>
10.	Working in a development team, students will showcase their game at an event or through digital distribution. <i>Unit(s) 7</i>
11.	<p>Students will create an e-portfolio highlighting their work for prospective employers/financiers. This electronic online learning record will help students develop the self-awareness required in the gaming industry as they reflect on their learning and skill development. It will be a collection of reflections, work samples, and extended learning experiences that best illustrate the student's preparedness for further education and employment. <i>Unit(s) 6, 7, 8, 9, 10, 11</i></p> <p>The online portfolios will be reviewed and scored at the end of the course, and will include:</p> <ul style="list-style-type: none">• Cover page• Letter of introduction• Table of contents• Resume• Work samples• Marketing plan to promote final project to prospective gaming company

Standards Alignment

The curricula have been aligned with the CTE Model Curriculum Standards released in 2013. Each industry sector was updated to meet the increased rigor and relevancy requirements of the Common Core State Standards. The curriculum also includes the new Standards for Career Ready Practices.

Standards for Career Ready Practice

1. *Apply appropriate technical skills and academic knowledge.*
2. *Communicate clearly, effectively, and with reason.*
3. *Develop an education and career plan aligned with personal goals.*
4. *Apply technology to enhance productivity.*
5. *Utilize critical thinking to make sense of problems and persevere in solving them.*
6. *Practice personal health and understand financial literacy.*
7. *Act as a responsible citizen in the workplace and the community.*
8. *Model integrity, ethical leadership, and effective management.*
9. *Work productively in teams while integrating cultural and global competence.*
10. *Demonstrate creativity and innovation.*
11. *Employ valid and reliable research strategies.*
12. *Understand the environmental, social, and economic impacts of decisions.*

CTE Anchor Standards—Common Core English Language Arts Alignment

Anchor Standard 1: Academics

Analyze and apply appropriate academic standards required for successful industry sector pathway completion leading to postsecondary education and employment. Refer to the industry sector alignment matrix for identification of standards. Note: alignment listed within each sector.

Anchor Standard 2: Communications

Language Standard: Acquire and accurately use general academic and domain-specific words and phrases sufficient for reading, writing, speaking, and listening at the (career and college) readiness level; demonstrate independence in gathering vocabulary knowledge when considering a word or phrase important to comprehension or expression. LS 9-10, 11-12.6

Anchor Standard 3: Career Planning and Management

Speaking and Listening Standard: Integrate multiple sources of information presented in diverse formats and media (e.g., visually, quantitatively, orally) in order to make informed decisions and solve problems, evaluating the credibility and accuracy of each source and noting any discrepancies among the data. SLS 11-12.2

Anchor Standard 4: Technology

Writing Standard: Use technology, including the Internet, to produce, publish, and update individual or shared writing products in response to ongoing feedback, including new arguments and information.

Anchor Standard 5: Problem Solving and Critical Thinking

Writing Standard: Conduct short as well as more sustained research projects to answer a question (including a self-generated question) or solve a problem, narrow or broaden the inquiry when appropriate, and synthesize multiple sources on the subject, demonstrating understanding of the subject under investigation. WS 11-12.7

Anchor Standard 6: Health and Safety

Reading Standards for Science and Technical Subjects: Determine the meaning of symbols, keywords, and other domain-specific words and phrases as they are used in a specific scientific or technical context. RSTS 9-10, 11-12.4

Anchor Standard 7: Responsibility and Flexibility

Speaking and Listening Standard: Initiate and participate effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners, building on others' ideas and expressing their own clearly and persuasively. SLS 9-10, 11-12.1

Anchor Standard 8: Ethics and Legal Responsibilities

Speaking and Listening Standard: Respond thoughtfully to diverse perspectives; synthesize comments, claims, and evidence made on all sides of an issue; resolve contradictions when possible; and determine what additional information or research is required to deepen the investigation or complete the work. SLS 11-12.1d

Anchor Standard 9: Leadership and Teamwork

Speaking and Listening Standard: Work with peers to promote civil, democratic discussions and decision making; set clear goals and deadlines; and establish individual roles as needed. SLS 11-12.1b

Anchor Standard 10: Technical Knowledge and Skills

Writing Standard: Use technology, including the Internet, to produce, publish, and update individual or shared writing products in response to ongoing feedback, including new arguments or information. WS 11-12.6

Anchor Standard 11: Demonstration and Application

Demonstrate and apply the knowledge and skills contained in the industry-sector anchor standards, pathway standards, and performance indicators in the classroom, laboratory, and workplace settings, and the career technical student organization. Note: no alignment evident for this standard. WS 11-12.6

CTE Model Curriculum Standards—Industry Sectors and Pathways

Arts, Media, and Entertainment

D. Game Design and Integration Pathway

- D1.0 *Demonstrate understanding of current trends and the historical significance of both electronic and non-electronic games. Students will analyze different game systems and identify how these systems have influenced consumer technology.*
- D1.1 *Research and analyze different game genres, including multiplayer games.*
- D1.5 *Present a mock-up of a future generation game platform and hardware system based on research of current and emerging technologies and future predictions.*
- D2.1 *Identify and define the roles and responsibilities of each member of a video game design team.*
- D2.3 *Research various input controls and display types then identify how these impact game play.*
- D3.0 *Acquire and apply appropriate game programming concepts and skills to develop a playable video game.*
- D3.1 *Implement common programming concepts, including logic operators, conditional statements, loops, variables, events, actions, and handling user input.*
- D3.2 *Understand the basics of game physics, including collision and motion.*
- D3.3 *Examine the use of math and physics (such as gravity and friction) in game development.*
- D3.4 *Explore the basics of random number generation.*
- D3.5 *Implement a small video game utilizing mathematics and physics that features at least one moving object (such as a spaceship) which rotates along an axis and moves in whichever direction it is facing after rotation. The game must include collision physics.*
- D4.0 *Students will demonstrate mastery of game art and multimedia, including music, sound, art, and animation.*
- D4.1 *Demonstrate understanding of the elements of art, including line, shape, color, value, texture, space, and balance, to set the mood and feel of a scene.*
- D4.2 *Research and describe the different perspectives used in video games, including first person, second person, and third person perspectives.*
- D4.3 *Explain how to create the illusion of 3-D in a 2-D environment.*
- D4.4 *Create 2-D art and 3-D models.*
- D4.5 *Create an animation sequence.*
- D4.6 *Design a game environment using lines, fills, and color to set a specific mood and feel of a scene.*
- D4.7 *Create, record, and edit audio for a game.*
- D4.8 *Define and discuss intellectual property, copyrights, trademarks, and piracy as they relate to art and multimedia assets in a game.*
- D4.9 *Understand the basics of character design and development, world design, and level design.*
- D6.1 *Identify processes of design and development from concept to production, including content creation, filling team roles, design documentation, communication, and scheduling for video game design teams.*
- D6.3 *Develop design plans, character sketches, documentation, and storyboards for proposed games.*
- D6.4 *Enumerate individual tasks of a project using basic time management skills to complete each task and track its completion.*
- D6.5 *Describe the importance and interrelationship between development schedule and budget constraints in a video game design project.*
- D7.1 *Identify, define, and discuss the different ways games are funded, distributed, marketed, and sold.*
- D7.4 *Understand the components of marketing campaigns for games, including advertising in traditional and social media.*

- D7.5 Understand the role community management plays in marketing and business models.*
- D7.6 Discuss the relationships between publishers, developers, distributors, marketers, and retailers.*
- D10.0 Students will build a game that demonstrates teamwork and project management by creating a game design production plan that describes the game play, outcomes, controls, rewards, interface, and artistic style of a video game.*
- D10.1 Use design documents to create a game design production plan.*
- D10.2 Solicit and accept constructive criticism.*
- D10.3 Use computer tools to create game programming, art, and audio.*
- D10.4 Create and use animated objects in a game.*
- D10.5 Create sound and music to enhance the game experience.*
- D10.6 Test and debug the completed game.*

ISTE Standards for Students

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.*

- 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.*
- b) Students build networks and customize their learning environments in ways that support the learning process.*
- c) Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways*
- 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.*

2. Digital Citizen- *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.*

- a) Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.*
- b) Students engage in positive, safe, legal, and ethical behavior when using technology, including social interactions online or when using networked devices.*
- c) Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.*
- d) Students manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.*

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.*

- a) Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.*
- b) Students evaluate the accuracy, perspective, credibility, and relevance of information, media, data, or other resources.*
- c) Students curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.*
- d) Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories, and pursuing answers and solutions.*

4. Innovative Designer- *Students use a variety of technologies within a design process to identify and solve problems creating new, useful, or imaginative solutions.*

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

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.*

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

6. Creative Communicator- *Students communicate clearly and express themselves creatively for a variety of purposes using platforms, tools, styles, formats, and digital media appropriate for their goals.*

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

b) Students create original works or responsibly repurpose or remix digital resources into new creations.

c) Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models, or simulations.

d) Students publish or present content that customizes the message and medium for their intended audiences.

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.*

a) Students use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.

b) Students use collaborative technologies to work with others, including peers, experts, or community members, to examine issues and problems from multiple viewpoints.

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

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