

9-12

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. 9-12.1

- 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. 9-12.1.A.

- b. Students build networks of experts and peers to customize their learning environments in ways that support the learning process and in accordance with school policy. 9-12.1.B.

- c. Students actively use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. 9-12.1.C.

- d. Students choose, use and troubleshoot current technologies, and are able to transfer their knowledge to explore new technologies. 9-12.1.D.

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. 9-12.2

- a. Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world. 9-12.2.A.

- b. Students engage in and advocate for positive, safe, legal, and ethical behavior when using technology, including social interactions online or when using networked devices. 9-12.2.B.

- c. Students demonstrate and advocate for an understanding of and respect for the rights and obligations of using and sharing intellectual property. 9-12.2.C.

- 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. 9-12.2.D.

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. 9-12.3

- a. Students plan and employ effective research strategies to locate information and other resources for their intellectual and/or creative pursuits. 9-12.3.A.

- b. Students evaluate the accuracy, perspective, credibility, and relevance of information, media, data or other resources. 9-12.B.

- 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. 9-12.3.C.

- d. Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories, and pursuing answers and solutions. 9-12.3.D.

Innovative Designer -
Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions. 9-12.4

- a. Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems. 9-12.4.A.
- b. Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks. 9-12.4.B.
- c. Students develop, test and refine prototypes as part of a cyclical design process. 9-12.4.C.
- d. Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems. 9-12.4.D.

Computational Thinker -
Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems. 9-12.5

- a. Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models, and algorithmic thinking in exploring and finding solutions. 9-12.5.A.
- 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. 9-12.5.B.
- c. Students break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving. 9-12.5.C.
- d. Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions. 9-12.5.D.

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. 9-12.6

- a. Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication. 9-12.6.A.
- b. Students create original works or responsibly repurpose or remix digital resources into new creations. 9-12.6.B.
- c. Students communicate complex ideas clearly using various digital tools to convey the concepts textually, visually, graphically, etc. 9-12.6.C.
- d. Students publish or present content that customizes the message and medium for their intended audiences. 9-12.6.D.

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. 9-12.7

- a. Students use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in various ways that broaden mutual understanding and learning. 9-12.7.A.
- b. Students use collaborative technologies to work with others, including peers, experts and or community members, to examine issues and problems from multiple viewpoints. 9-12.7.B.

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- c. Students contribute constructively to project teams, choosing various roles and responsibilities to work effectively toward a common goal. 9-12.7.C.**

 - d. Students explore local and global issues and use collaborative technologies to work with others to investigate, develop, and advocate for solutions. 9-12.7.D.**