

6th Grade

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.

- 1 Students will develop technology strategies to achieve and reflect on learning goals to improve outcomes. **6.ET.EL.1**
 - 1 Identify personal learning goals while using digital tools with teacher assistance. **6.ET.EL.1.1**
 - 2 Utilize teacher-selected digital tools and resources to assist them in their learning. **6.ET.EL.1.2**
 - 3 Use digital tools to provide feedback to peers. **6.ET.EL.1.3**
 - 2 With or without support, students build networks of experts and peers to enhance their learning. **6.ET.EL.2**
 - 1 Identify and engage in school provided virtual learning environments. **6.ET.EL.2.1**
 - 2 Customize their learning in collaboration with an educator. **6.ET.EL.2.2**
 - 3 Students improve learning by seeking feedback from others using digital tools and other resources to demonstrate learning in a variety of ways. **6.ET.EL.3**
 - 1 Use teacher-provided interactive digital tools to gather data to help make decisions. **6.ET.EL.3.1**
 - 2 Actively seek performance feedback from teachers and peers using digital tools to improve and demonstrate learning. **6.ET.EL.3.2**
 - 4 Students demonstrate an understanding of how technology works, know how to independently troubleshoot, and are not afraid to take a risk in choosing and utilizing new or current technologies for learning. **6.ET.EL.4**
 - 1 Demonstrate the use of keyed technology to produce a product in any learning environment. **6.ET.EL.4.1**
 - 2 Use a checklist of items to consider when troubleshooting problems. **6.ET.EL.4.2**
 - 3 Navigate a variety of digital tools and transfer their knowledge to learn new skills. **6.ET.EL.4.3**
 - 4 Demonstrate knowledge of a variety of word processing tools to complete a task. **6.ET.EL.4.4**
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Computational Thinker

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

- 1 Students select appropriate technology to analyze data, create models, and problem-solve through the use of logical thinking. **6.ET.CT.1**
 - 1 With support, analyze data to create models. **6.ET.CT.1.1**
 - 2 Students use the computational thought process to represent data, deconstruct problems, identify key information, and formulate solutions. **6.ET.CT.2**
 - 1 Gather data and determine if patterns or trends are present. **6.ET.CT.2.1**
 - 3 Students will recognize basic concepts of automation including decomposition, abstraction, use algorithmic thinking, and pattern recognition. **6.ET.CT.3**
 - 1 Create algorithms to demonstrate an understanding of logical processes and use reasoning. **6.ET.CT.3.1**
 - 2 Identify technology automation. **6.ET.CT.3.2**
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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.

- 1 Students will demonstrate an understanding of the importance of creating and maintaining a positive online identity and the permanence and future impact of their online and offline decisions when using digital technology. **6.ET.DC.1**
 - 1 Implement basic precautions to protect themselves and others when using digital technology. **6.ET.DC.1.1**
 - 2 Identify the risks of sharing information online and assess the importance of a positive digital footprint. **6.ET.DC.1.2**
 - 3 Recognize and discuss ways to maintain personal safety and avoid online victimization. **6.ET.DC.1.3**
 - 2 Students will practice positive, safe, legal, and ethical behavior when using technology. **6.ET.DC.2**
 - 1 Demonstrate an understanding of the importance of external and internal Acceptable Use Policies or Terms of Use. **ET.DC.2.1**
 - 2 Recognize the impact of cyberbullying in online communication, relationships, and mental health. **6.ET.DC.2.2**
 - 3 Identify the positive and negative impact the use of technology can have on personal, professional, and community relationships. **6.ET.DC.2.3**
 - 3 Students demonstrate and promote respect for using and sharing the intellectual property of others and themselves. **6.ET.DC.3**
 - 1 Demonstrate an understanding of intellectual property and terms of use. **6.ET.DC.3.1**
 - 2 Work with librarians and educators in media literacy to demonstrate an understanding of how to locate digital and non- digital information and resources. **6.ET.DC.3.2**
 - 4 Students demonstrate an understanding of how personal data is collected, tracked, and used, how to maintain privacy, and how to safely share it online. **6.ET.DC.4**
 - 1 Define security vulnerabilities to protect personal privacy. **6.ET.DC.4.1**
 - 2 Demonstrate an understanding of when and when not to click on links, pop-ups, and advertisements while using the Internet. **6.ET.DC.4.2**
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Innovative Designer

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

- 1 With or without the use of technology, students can apply a design process to generate ideas, consider possible solutions, create a plan to solve a problem, and share their innovative ideas with others. **6.ET.ID.1**
 - 1 Identify and apply a selected design process with teacher support. **6.ET.ID.1.1**
 - 2 Students persevere when researching and solving open-ended problems and use trial-and-error strategies to test and refine prototypes. **6.ET.ID.2**
 - 1 Explain how optimization is the process of making a prototype through trial and error as fully functional and effective as possible. **6.ET.ID.2.1**
 - 2 Demonstrate an understanding that the design process is iterative. **6.ET.ID.2.2**
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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.

- 1 Students evaluate and select a variety of platforms and tools to create products and communicate with others to appropriately complete tasks. **6.ET.CC.1**
 - 1 Identify a variety of platforms and digital tools before, during, and after completion of a task. **6.ET.CC.1.1**
 - 2 Use a variety of tools to communicate their learning effectively. **6.ET.CC.1.2**
 - 2 Students create original artifacts or responsibly remix or repurpose existing digital resources. **6.ET.CC.2**
 - 1 Create an audio and/or visual project using online materials that are cited correctly. **6.ET.CC.2.1**
 - 3 Students select the appropriate medium and communicate clear, complex ideas through the use of visualizations for an intended audience. **6.ET.CC.3**
 - 1 Select from a list of tools to create data visualizations that are easily understood by their peers. **6.ET.CC.3.1**
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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.

- 1 Students will use collaborative digital tools to connect with people of different backgrounds, cultures, and points of view to examine local, national, and global issues. **6.ET.GC.1**
 - 1 Use a variety of digital tools to collaborate and communicate with peers, experts, and other audiences. **6.ET.GC.1.1**
 - 2 Use digital tools to connect with people of different backgrounds, cultures and different points of view. **6.ET.GC.1.2**
 - 3 Use digital tools to gather information, create products, and present material regarding local, national, and global issues. **6.ET.GC.1.3**
 - 2 In a collaborative team, students will perform a variety of roles to complete a project or solve a problem using digital tools. **6.ET.GC.2**
 - 1 Identify group roles to actively participate and take ownership for the work of a team. **6.ET.GC.2.1**
 - 2 Collaborate using a variety of digital tools to present group findings and results to local or global audiences. **6.ET.GC.2.2**
 - 3 Distribute tasks and maintain a project timeline when collaboratively developing artifacts. **6.ET.ED.2.3**
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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.

- 1 Students employ appropriate research techniques to effectively locate credible resources to help them in the learning process. **6.ET.KC.1**
 - 1 Explain the differences among various search engines and how they rank results. **6.ET.KC.1.1**
- 2 Students learn how to evaluate sources for currency, authority, accuracy, perspective and relevance. **6.ET.KC.2**
 - 1 Demonstrate knowledge that not all online sources are accurate and credible. **6.ET.KC.2.1**
 - 2 With support, select online resources based on a list of criteria. **6.ET.KC.2.2**
- 3 Students use a variety of strategies and digital tools to organize information and make meaningful connections. **6.ET.KC.3**
 - 1 Locate and collect resources from a variety of sources and organize into collections for a wide range of projects and purposes. **6.ET.KC.3.1**
- 4 Students use digital tools to explore real world problems and issues and pursue potential solutions. **6.ET.KC.4**
 - 1 Develop digital materials to promote personal or real- world understanding. **6.ET.KC.4.1**