

# 9th-12th Grades

## 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. [HS.ET.EL.1](#)
    - 1 Develop strategies for using digital learning tools and resources to plan, implement, and reflect upon a complex task. [HS.ET.EL.1.1](#)
    - 2 Set personal learning goals and explore technologies to improve upon learning outcomes. [HS.ET.EL.1.2](#)
  - 2 With or without support, students build networks of experts and peers to enhance their learning. [HS.ET.EL.2](#)
    - 1 Develop a professional social network that relates to a potential chosen profession. [HS.ET.EL.2.1](#)
    - 2 Work collaboratively with a group of peers in a digital setting using the strengths of each team member to improve the group's end product. [HS.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. [HS.ET.EL.3](#)
    - 1 Analyze feedback to improve upon an authentic artifact that demonstrates learning [HS.ET.EL.3.1](#)
  - 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. [HS.ET.EL.4](#)
    - 1 Using prior knowledge to troubleshoot common technology issues. [HS.ET.EL.4.1](#)
    - 2 Offer to help peers when they can and accept help from others. [HS.ET.EL.4.2](#)
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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. **HS.ET.CT.1**
    - 1 Design and create prototypes of technology-based solutions to real-world problems. **HS.ET.CT.1.1**
    - 2 Apply logical thinking to solve a complex problem by breaking it down into manageable parts. **HS.ET.CT.1.2**
  - 2 Students use the computational thought process to represent data, deconstruct problems, identify key information, and formulate solutions. **HS.ET.CT.2**
    - 1 Analyze data collected or retrieved from a variety of digital learning tools and resources to determine if patterns or trends are present. **HS.ET.CT.2.1**
    - 2 Deconstruct data into its component parts and describe how they connect. **HS.ET.CT.2.2**
    - 3 Develop a product to explain a complex interdisciplinary issue. **HS.ET.CT.2.3**
  - 3 Students will recognize basic concepts of automation including decomposition, abstraction, use algorithmic thinking, and pattern recognition. **HS.ET.CT.3**
    - 1 Identifying, analyzing, and implementing possible solutions with the goal of achieving the most efficient and effective combination of steps and resources. **HS.ET.CT.3.1**
    - 2 Identify and solve a STEM problem using design process. **HS.ET.CT.3.2**
    - 3 Formulate steps to solve problems that enable the use of a computer and other tools to arrive at a solution. **HS.ET.CT.3.3**
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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. **HS.ET.DC.1**
    - 1 Evaluate immediate and long-range effects of ethical and unethical uses of technology. **HS.ET.DC.1.1**
    - 2 Analyze the impact of social media on individuals and society. **HS.ET.DC.1.2**
  - 2 Students will practice positive, safe, legal, and ethical behavior when using technology. **HS.ET.DC.2**
    - 1 Critique personal digital footprint. **HS.ET.DC.2.1**
    - 2 Use proper citation strategies to give credit to images and texts. **HS.ET.DC.2.2**
  - 3 Students demonstrate and promote respect for using and sharing the intellectual property of others and themselves. **HS.ET.DC.3**
    - 1 Evaluate the need for technology policies on a local, national and global level. **HS.ET.DC.3.1**
    - 2 Comply with copyright law in regard to media usage, citing sources, and can explain the principle of fair use. **HS.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. **HS.ET.DC.4**
    - 1 Investigate cyber-security issues in a technological society. **HS.ET.DC.4.1**
    - 2 Apply safe practices in the sharing of personal information digitally and can explain how personal information may be stored by websites (ex: cookies). **HS.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. [HS.ET.ID.1](#)
    - 1 Compare and contrast methods for problem-solving and decision-making. [HS.ET.ID.1.1](#)
    - 2 Develop strategies to plan, implement and reflect upon a complex task. [HS.ET.ID.1.2](#)
    - 3 Implement, document and present the design process. [HS.ET.ID.1.3](#)
  - 2 Students persevere when researching and solving open-ended problems and use trial-and-error strategies to test and refine prototypes. [HS.ET.ID.2](#)
    - 1 Formulate a technological solution using data-driven decision making. [HS.ET.ID.2.1](#)
    - 2 Critically evaluate a design solution at multiple points of the design process and adjust processes and outcomes as needed for the desired outcome. [HS.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. [HS.ET.CC.1](#)
    - 1 Critique a variety of communication tools to effectively and efficiently communicate with a targeted audience and purpose. [HS.ET.CC.1.1](#)
  - 2 Students create original artifacts or responsibly remix or repurpose existing digital resources. [HS.ET.CC.2](#)
    - 1 Create and publish interdisciplinary artifacts and media-rich products, individually or collaboratively. [HS.ET.CC.2.1](#)
    - 2 Apply principles of copyright, use digital citation tools and use strategies to avoid plagiarism when using the work of others as well as creating personal work. [HS.ET.CC.2.2](#)
  - 3 Students select the appropriate medium and communicate clear, complex ideas through the use of visualizations for an intended audience. [HS.ET.CC.3](#)
    - 1 Arrange data (e.g., images, diagrams, maps, graphs, infographics, videos, animations) from a variety of digital learning tools and resources to disseminate information to multiple audiences. [HS.ET.CC.3.1](#)
    - 2 Critique a variety of communication tools to effectively and efficiently communicate with a targeted audience and purpose. [HS.ET.CC.3.2](#)
    - 3 Implement and evaluate a communication plan to disseminate information to multiple audiences. [HS.ET.CC.3.3](#)
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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. **HS.ET.GC.1**
    - 1 Connect and participate in online discussions about topics that encourage multiple perspectives on an issue with students and classrooms around the world. **HS ET.GC.1.1**
    - 2 Debate the advantages and disadvantages of technology in the workplace and global society in relation to its widespread use, accessibility, and humanities reliance on technology. **HS ET.GC.1.2**
  - 2 In a collaborative team, students will perform a variety of roles to complete a project or solve a problem using digital tools. **HS.ET.GC.2**
    - 1 Use project management tools to organize individual and group tasks and reflect on participation and goal completion. **HS ET.GC.2.1**
    - 2 Collaborate with peers using technology to compile, synthesize, produce, and disseminate creative works. **HS ET.GC.2.2**
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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. **HS.ET.KC.1**
  - 1 Gather and assess relevant information from a variety of digital resources. **HS.ET.KC.1.1**
  - 2 Design a problem-based research project using technology to find and report information with properly cited sources. **HS.ET.KC.1.2**
- 2 Students learn how to evaluate sources for currency, authority, accuracy, perspective and relevance. **HS.ET.KC.2**
  - 1 Evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic resources. **HS.ET.KC.2.1**
  - 2 Analyze information based on factors such as date of publication, author, and perspective. **HS.ET.KC.2.2**
- 3 Students use a variety of strategies and digital tools to organize information and make meaningful connections. **HS.ET.KC.3**
  - 1 Compile an organized set of resources using appropriate digital tools. **HS.ET.KC.3.1**
  - 2 Use advanced search and filtering techniques to locate and compare sets of information using digital tools. **HS.ET.KC.3.2**
- 4 Students use digital tools to explore real world problems and issues and pursue potential solutions. **HS.ET.KC.4**
  - 1 Select and apply technology tools for research, information analysis, problem solving, and decision making in content learning. **HS.CT.KC.4.1**
  - 2 Investigate and apply simulations with real-world situations. **HS.ET.KC.4.2**