

Grades 6-8

Empowered Learner (EL) 6-8.1

- 1 Students leverage technologies, including assistive technologies, to take an active role in choosing, achieving, and demonstrating competency in their learning goals, informed by the learning sciences. 6-8.1.1**
 - 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. 6-8.1.1.A**
 - 1 Students articulate personal learning goals, select and use appropriate technologies to achieve them, and reflect on their successes and different areas of improvement in working toward their goals. 6-8.1.1.A.1**
 - B Build networks and customize their learning environments in ways that support the learning process. 6-8.1.1.B**
 - 1 In collaboration with an educator, students identify and develop digital learning communities and customize their learning environments in ways that support their learning. 6-8.1.1.B.1**
 - C Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways. 6-8.1.1.C**
 - 1 Students seek feedback from people, including peers, teachers, staff familiar with assistive technologies, and functionalities embedded in technologies to make changes to improve and demonstrate their learning. 6-8.1.1.C.1**
 - D Understand the various fundamental concepts of technology operations, demonstrate the ability to choose, use, and troubleshoot technologies and transfer knowledge to explore emerging technologies. 6-8.1.1.D**
 - 1 Students use a variety of appropriate technologies, troubleshoot appropriate technologies, and transfer their knowledge to explore emerging technologies. 6-8.1.1.D.1**
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Digital Citizen (DC) 6-8.2

- 1 Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act in ways that are safe, legal, and ethical. 6-8.2.1**
 - A Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world. 6-8.2.1.A**
 - 1 Students manage their digital identities and reputations, including demonstrating an understanding of their digital footprints. 6-8.2.1.A.1**
 - B Engage in positive, safe, legal, and ethical behavior when using technology, including social interactions online or when using networked devices. 6-8.2.1.B**
 - 1 Students demonstrate and advocate for positive, safe, legal, and ethical habits (established behaviors) when using technology and interacting with others online. 6-8.2.1.B.1**
 - C Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property. 6-8.2.1.C**
 - 1 Students demonstrate and advocate for an understanding of intellectual property with both print and digital media—including copyright, permission, and fair use. 6-8.2.1.C.1**
 - D Manage their personal data to maintain digital privacy and security and are aware of datacollection technology used to track their activity online. 6-8.2.1.D**
 - 1 Students demonstrate an understanding of what personal data is, how data collection technologies work, tradeoffs of sharing personal data, and best practices for keeping it private and secure. 6-8.2.1.D.1**
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**Knowledge Constructor
(KC) 6-8.3**

- 1 Students critically curate a variety of digital resources using appropriate technologies, including assistive technologies, to construct knowledge, produce creative digital works, and make meaningful learning experiences for themselves and others. 6-8.3.1**
 - A Plan and employ effective research strategies to locate information and other digital sources for their intellectual or creative pursuits. 6-8.3.1.A**
 - 1 Students practice and demonstrate the ability to effectively use research strategies to locate appropriate primary and secondary digital sources in a variety of formats to support their academic and personal learning and create a research product. 6-8.3.1.A.1**
 - B Evaluate the accuracy, perspective, credibility, and relevance of information, media, data, and other digital sources. 6-8.3.1.B**
 - 1 Students practice and demonstrate the ability to evaluate digital sources for accuracy, perspective, credibility, and relevance, including considerations of social and cultural context and bias. 6-8.3.1.B.1**
 - C Curate information from digital sources using a variety of tools and methods to create collections of resources that demonstrate meaningful connections or conclusions. 6-8.3.1.C**
 - 1 Students locate and collect digital resources from a variety of digital sources and organize resources into collections for a wide range of projects and purposes. 6-8.3.1.C.1**
 - D Actively explore real-world issues and problems, develop ideas and theories, and pursue answers and solutions. 6-8.3.1.D**
 - 1 Students use digital resources and tools to explore real-world issues and problems and actively pursue solutions. 6-8.3.1.D.1**
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**Innovative Designer
(ID) 6-8.4**

1 Students use a variety of technologies, including assistive technologies, within a design process to identify and solve problems by creating new, useful or imaginative solutions or iterations. 6-8.4.1

- A** Know and use appropriate technologies in a purposeful design process for generating ideas, testing theories, creating innovative digital works, or solving authentic problems. 6-8.4.1.A
 - 1** In collaboration with an educator, students use appropriate technologies in a design process to generate ideas, create innovative products, or solve authentic problems. 6-8.4.1.A.1
 - B** Select and use appropriate technologies to plan and manage a design process that considers design constraints and calculated risks. 6-8.4.1.B
 - 1** In collaboration with an educator, students select and use appropriate technologies to plan and manage a design process that identifies design constraints and trade-offs and weighs risks. 6-8.4.1.B.1
 - C** Use appropriate technologies to develop, test, and refine prototypes as part of a cyclical design process. 6-8.4.1.C
 - 1** In collaboration with an educator, students use appropriate technologies in a cyclical design process to develop prototypes and demonstrate the use of setbacks as potential opportunities for improvement. 6-8.4.1.C.1
 - D** Exhibit a tolerance for ambiguity, perseverance, and the capacity to work with open-ended problems. 6-8.4.1.D
 - 1** In collaboration with an educator, students demonstrate an ability to persevere and handle greater ambiguity as they work to solve open-ended problems. 6-8.4.1.D.1
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**Computational Thinker
(CT)** 6-8.5

- 1 Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods, including those that leverage assistive technologies, to develop and test solutions.** 6-8.5.1
 - A** Formulate problem definitions suited for technologyassisted methods such as data analysis, modeling and algorithmic thinking in exploring and finding solutions. 6-8.5.1.A
 - 1** Students create, identify, explore, and solve problems using technologyassisted methods such as data analysis, modeling, or algorithmic thinking. 6-8.5.1.A.1
 - B** Collect data or identify relevant data sets, use appropriate technologies to analyze them, and represent data in various ways to facilitate problemsolving and decision-making. 6-8.5.1.B
 - 1** Students find or organize data and use appropriate technologies to interpret, analyze, and represent data to construct models, predict outcomes, solve problems, and make evidencebased decisions. 6-8.5.1.B.1
 - C** Break problems into component parts, extract key information, and develop descriptive models, using technologies when appropriate, to understand complex systems or facilitate problem-solving. 6-8.5.1.C
 - 1** Students break problems into component parts, identify key pieces and use that information to problem solve using technologies, when appropriate. 6-8.5.1.C.1
 - D** Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions. 6-8.5.1.D
 - 1** Students demonstrate an understanding of how automation works and use algorithmic thinking to design and automate solutions. 6-8.5.1.D.1
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**Creative Communicator
(CC) 6-8.6**

- 1 Students communicate clearly and express themselves creatively for a variety of purposes using appropriate technologies (including assistive technologies), styles, formats, and digital media appropriate to their goals. 6-8.6.1**
 - A Choose the appropriate technologies and resources for meeting the desired objectives of their creation or communication. 6-8.6.1.A**
 - 1 Students select and use appropriate technologies to create, share, and communicate their work effectively, considering the audience. 6-8.6.1.A.1**
 - B Create original works or responsibly repurpose or remix digital resources into new creations. 6-8.6.1.B**
 - 1 Students use appropriate technologies to create new digital works or responsibly repurpose or remix other digital works into new digital works. 6-8.6.1.B.1**
 - C Communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models, or simulations. 6-8.6.1.C**
 - 1 Students communicate complex ideas clearly using appropriate technologies to convey the concepts orally, textually, visually, graphically, etc. 6-8.6.1.C.1**
 - D Publish or present content that customizes the message and medium for the intended audiences. 6-8.6.1.D**
 - 1 Students select and use appropriate technologies to design, publish, and present content that effectively convey their ideas, conclusions, and evidence for specific audiences. 6-8.6.1.D.1**
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**Global Collaborator
(GC) 6-8.7**

1 Students use appropriate technologies, including assistive technologies, to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally. 6-8.7.1

A Use appropriate technologies to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning. 6-8.7.1.A

1 Students use appropriate technologies to connect with others to develop a richer understanding of different perspectives, backgrounds, and cultures. 6-8.7.1.A.1

B Use collaborative technologies to work with others, including peers, experts, and community members to examine issues and problems from multiple viewpoints. 6-8.7.1.B

1 Students use collaborative technologies to work with others, including peers, experts, and online community members to gain broader perspectives as they examine issues, problems, and opportunities. 6-8.7.1.B.1

C Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal. 6-8.7.1.C

1 Students determine their role on a team based on their knowledge of content and technologies, as well as personal preference, and use appropriate technologies to track team progress toward a common goal. 6-8.7.1.C.D1

D Explore local and global issues and use collaborative technologies to work with others to investigate solutions. 6-8.7.1.D

1 Students use collaborative technologies to work with others to understand problems, investigate and develop solutions related to local and global issues. 6-8.7.1.D.1