

## **Technology Priority Standards**

### **Digital Citizen**

- Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world. (ISTE 2a)

### **Knowledge Constructor**

- Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits. (ISTE 3a)
- Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions. (ISTE 3d)

### **Innovative Designer**

- Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems. (ISTE 4a)
- Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks. (ISTE 4b)
- Students develop, test and refine prototypes as part of a cyclical design process. (ISTE 4c)
- Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems. (ISTE 4d)

### **Creative Communicator**

- Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication. (ISTE 6a)
- Students create original works or responsibly repurpose or remix digital resources into new creations. (ISTE 6b)
- Students publish or present content that customizes the message and medium for their intended audiences. (ISTE 6d)