National Educational Technology Standards for Students

1. **Creativity and Innovation-** Students will demonstrate creative thinking and create new products using technology. Students:

    a. Build new knowledge from prior knowledge.

    b. Create personal and group products.

    c. Use appropriate resources.

    d. Identify patterns and make hypothesis.

2. Communication and Collaboration- Students will use technology to communicate and work with others. Students:

    a. Interact, cooperate, and publish with others using a variety of digital media.

    b. Effectively communicate with others using different kinds of technology.

    c. Develop global cultural awareness and understanding.

    d. Contribute to project teams.

3. Research and Information Fluency- Students will use digital tools to gather, evaluate, and use information. Students:

    a. Plan strategies to guide inquiry.

    b. Locate, organize, analyze, evaluate, synthesize, and ethically use resources.

    c. Evaluate and select appropriate digital tools and resources.

    d. Define and explain conclusions and report to others.

4. Critical Thinking, Problem Solving, and Decision Making- Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. Students:

    a. Identify and define problems for investigation.

    b. Plan and manage projects.

    c. Collect and analyze data to identify explanations and make informed decisions.

d. Consider different ideas from others to more possible solutions.

5. Digital Citizenship- Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students:

a. Use technology safely, legally, and responsibly.

b. Use technology to cooperatively learn and make new products with others.

c. Demonstrate being a lifelong learner.

d. Exhibit leadership.

6. Technology Operations and Concepts- Students demonstrate understanding of technology. Students:

a. Understand and use technology.

b. Select and use appropriate applications.

c. Conduct simple troubleshooting.

d. Combine prior knowledge with new knowledge.