## <u>Information and Technology Literacy</u> (ITL) Ties to <u>Mathematics</u>

### **Mathematics Learning Experiences/Skills**

### **ITL Standards Connections**

IF, in your classroom, you are encouraging students to:

- Engage in a mathematical modeling process where they are expected to define their own problem and unique solution. See <u>Wisconsin Standards for</u> <u>Mathematics</u> - Appendix 4
- Strategically use digital tools to mathematize problem situations

THEN, consider these ITL Standards (add link to this part of ITLS):



Empowered Learner: Students utilize digital tools and strategies to develop and achieve learning goals. They demonstrate the ability to choose, use, and troubleshoot current technologies and apply previous learning in exploring other emerging technologies.

IF, in your classroom, you are encouraging students to:

- Effect change in their community using mathematical ideas and skills
- Make decisions independently or collaboratively and present information during the mathematical modeling process using digital tools.

THEN, consider these ITL Standards:



# Digital Citizen:

Students develop skills and knowledge to effectively and responsibly use digital tools while recognizing the rights, responsibilities, and opportunities of living in an interconnected digital world.

IF, in your classroom, you are encouraging students to:

- Determine what information or research is required to find a solution to a messy mathematical modeling problem
- Analyze sources of information presented in diverse media formats for credibility and accuracy using mathematics.

THEN, consider these ITL Standards:



#### **Knowledge Constructor:**

Students evaluate, curate, and create digital resources that build knowledge and demonstrate learning.

IF, in your classroom, you are encouraging students to:

- Identify, define, and pose a solution to an authentic problem using digital tools
- Effect change in their community using mathematical ideas and skills

THEN, consider these ITL Standards:



Innovative Designer: Students use digital tools and resources within a design process to identify and solve authentic problems.



IF, in your classroom, you are encouraging students to:

- Make assumptions as they analyze a messy mathematical modeling problem
- Consider several possible models before selecting one to implement
- Reason abstractly and quantitatively within the same context

THEN, consider these ITL Standards:



## **Computational Thinker:**

Students collect and analyze data to develop and employ strategies for understanding and solving authentic problems.

IF, in your classroom, you are encouraging students to:

- Communicate a solution to a mathematical problem by using appropriate tools strategically
- Attend to precision as they construct viable arguments, and appreciate and critique the reasoning of others.

THEN, consider these ITL Standards:



<u>Creative Communicator</u>: Students communicate clearly and creatively using platforms, tools, styles, and digital media for their goals and audiences.

IF, in your classroom, you are encouraging students to:

 Identify and understand a different perspective or approach to a problem and learn how to respond to those ideas, respecting the reasoning of others THEN, consider these ITL Standards:



Global Collaborator: Students use digital tools to broaden their perspectives and enrich their learning with culturally responsive practices through collaboration and teamwork.

