**Creativity and Innovation**: *Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.*

Process new ideas based on existing knowledge to brainstorm solutions to an authentic problem using digital tools.

Create an original, digital work as a form of personal or group expression with minimal teacher support.

Use digital models and simulations to explore complex systems and issues.

Identify and represent trends and make predictions using classroom data.

**Communication and Collaboration**: *Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.*

Collaborate to create and publish digital products to share beyond the classroom.

Communicate information and ideas using digital text, images, and sound.

Describe appropriate media and formats for specific audiences.

Use digital resources to research about places, people, and world cultures.

Contribute to a group production of an original digital work.

Describe a variety of ways to interact and contribute to a digital product.

**Research and Information Fluency**: *Students apply digital tools to gather, evaluate, and use information.*

Use digital tools to plan a timeline and track progress for a research project.

Use keywords to search, organize, locate, and synthesize information in multiple sources to create an original product.

Explain the importance of using more than one source and recognize possible bias in digital resources.

Discern between facts and opinions in digital content.

Select and use a digital tool appropriate to a task.

Collect, organize, analyze and manipulate data using digital tools and report results in a format appropriate to the task.

**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.*

Create essential questions to guide investigation of an authentic problem using digital resources.

Plan and manage projects using a digital planning tool.

Propose a solution to an authentic problem using collected data and digital tools.

Explore alternative solutions to and diverse perspectives on authentic problems and propose a solution using digital tools.

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

Describe codes of conduct for using technology at school and the consequences for breaking those rules.

Describe unacceptable and unsafe behaviors in digital environments such as cyber-bullying, divulging personal information, and plagiarism.

Use technology resources for problem solving, self-directed learning, collaboration, and extended learning activities. Describe the need for life-long learning in a dynamic, global world.

Explain the concepts of digital etiquette, access, and literacy and the personal and societal responsibilities attached to each.

**Technology Operations and Concepts:** *Students demonstrate a sound understanding of technology concepts, systems, and operations.*

Give examples of technology systems.

Demonstrate appropriate keyboarding skills.

Select appropriate digital tools for learning activities.

Analyze and apply given strategies for solving routine hardware and software problems.

Generalize routine procedures across a variety of technologies.