NETS	Frames Use
1 Creativity and Innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:	
a. apply existing knowledge to generate new ideas, products, or processes.	
b. create original works as a means of personal or group expression.	Students create a digital biography using Frames.
c. use models and simulations to explore complex systems and issues.	
d. identify trends and forecast possibilities.	
2 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. Students:	
a. interact, collaborate, and publish with peers, experts or others employing a variety of digital environments and media.	Students work in teams to develop a digital story using pictures and sounds.
b. communicate information and ideas effectively to multiple audiences using a variety of media and formats.	Students create a digital biography using Frames.
c. develop cultural understanding and global awareness by engaging with learners of other cultures.	Students create a public service announcement to communicate an important message.
d. contribute to project teams to produce original works or solve problems.	Student create digital stories using original artwork.
3 Research and Information Fluency Students apply digital tools to gather, evaluate, and use information. Students:	
a. plan strategies to guide inquiry.	
b. locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	Students browse and use images from Pics4Learning.com, a copyright-friendly source for pictures.
c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	Students browse and use images from Pics4Learning.com, a copyright-friendly source for pictures.
d. process data and report results.	Students develop animated graphs to compare data or demonstrate change over time.

NETS		Frames Use
4	**Critical Thinking, Problem-Solving & 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 authentic problems and significant questions for investigation.	Students answer an essential question through the completion of a narrated movie.
	b. plan and manage activities to develop a solution or complete a project.	Students use the Frames storyboard to organize their project before they begin working.
	c. collect and analyze data to identify solutions and/or make informed decisions.	
	d. use multiple processes and diverse perspectives to explore alternative solutions.	
5	**Digital Citizenship** Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students:	
	a. advocate and practice safe, legal, and responsible use of information and technology.	Students create a public service announcement about internet safety, cyberbullying, or copyright.
	b. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	Students create a digital movie about the safe and productive use of technology.
	c. demonstrate personal responsibility for lifelong learning.	
	d. exhibit leadership for digital citizenship.	Students create and produce a movie about appropriate web sites for students.
6	**Technology Operations and Concepts** Students demonstrate a sound understanding of technology concepts, systems and operations. Students:	
	a. understand and use technology systems.	Students use a mouse to open, edit, and create projects in Frames.
	b. select and use applications effectively and productively.	Students apply the various features of Frames to communicate ideas and feelings clearly.
	c. troubleshoot systems and applications.	
	d. transfer current knowledge to learning of new technologies.	Students apply their knowledge of the drawing tools in Frames to other vector drawing programs.