



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 draw illustrations to support classroom stories or journal entries.

c. use models and simulations to explore complex systems and issues.

Students draw models that show the parts of a cell, molecular makeup of an element, or other model.

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 collaboratively to create characters for a story.

b. communicate information and ideas effectively to multiple audiences using a variety of media and formats.

Students create original illustrations for a classroom website or work in teams to create a class logo.

c. develop cultural understanding and global awareness by engaging with learners of other cultures.

Students create a bookmark illustrating facts and historical information about a foreign country.

d. contribute to project teams to produce original works or solve problems.

Students work collaboratively to draw diagrams, illustrations, and models for a curriculum project.

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 locate pictures from copyright friendly web sites such as Pics4Learning to include in their project.

c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks.

d. process data and report results.



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.

b. plan and manage activities to develop a solution or complete a project.

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 bumper stickers about internet safety, cyberbullying, or copyright issues.

b. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

c. demonstrate personal responsibility for lifelong learning.

d. exhibit leadership for digital citizenship.

Students create a new logo for the school web site.

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 draw in Twist.

b. select and use applications effectively and productively.

Students use the drawing tools to create illustrations, models, and diagrams.

c. troubleshoot systems and applications.

d. transfer current knowledge to learning of new technologies.

Students apply their knowledge of the drawing tools in Twist to other vector drawing programs.