



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. Students create a web site about a historical event.
- b. create original works as a means of personal or group expression. Students create a personal portfolio of classwork.
- 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 collaboratively to create a web site with original artwork and digital photos.
- b. communicate information and ideas effectively to multiple audiences using a variety of media and formats. Students work collaboratively to create a web site which is part of the school web site.
- c. develop cultural understanding and global awareness by engaging with learners of other cultures. Students work collaboratively to create a web site to inform their peers about a current event or cultural issue.
- d. contribute to project teams to produce original works or solve problems. Students work in teams to create original web sites to address a school issue.

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 use copyright friendly pictures on their web site.
- c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks. Students use pictures from Pics4Learning in the creation of their web site.
- d. process data and report results. Students develop interactive reports from science experiments or social survey data.



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 authentic task and essential question through the completion of a web site.

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

Students use the WebBlender storyboard to organize and plan their web site.

c. collect and analyze data to identify solutions and/or make informed decisions.

Students choose appropriate media from copyright friendly sites to add to their web site.

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 advocacy web sites about internet safety, cyberbullying, or copyright.

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

Students work collaboratively to create web based projects.

c. demonstrate personal responsibility for lifelong learning.

d. exhibit leadership for digital citizenship.

Students cite the media they use in their projects or use copyright friendly pictures from Pics4Learning.

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 student classroom projects.

b. select and use applications effectively and productively.

Students apply the various features of WebBlender to communicate ideas and solutions.

c. troubleshoot systems and applications.

d. transfer current knowledge to learning of new technologies.

Students apply their knowledge of the authoring tools in WebBlender to other presentation programs.