



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 use Wixie paint tools and digital images to illustrate a concept.

b. create original works as a means of personal or group expression.

Students use Wixie paint tools to create their own original art. illustrate a concept.

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

Students use Wixie paint tools to create their own original art.

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 create a digital story using original art and digital pictures about a curriculum concept.

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

Students work in teams to using Wixie tools and digital images to create podcasts, web sites, or comics.

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

Students browse pictures from Pics4Learning to create an electronic book about a current event.

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

Students work in teams using Wixie’s paint tool to create an interactive story.

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 use the stickers in Wixie to create a bar graph to represent various data after completing a classroom survey.



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 story or podcast.

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

Students use the Wixie storyboard or graphic organizer templates to help plan out 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 posters about internet safety, cyberbullying, or copyright.

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

Students create a web site using Wixie about safe and appropriate use of technology.

c. demonstrate personal responsibility for lifelong learning.

d. exhibit leadership for digital citizenship.

Students contribute their Wixie illustrations to Pics4Learning tp share with other 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 Wixie.

b. select and use applications effectively and productively.

Students apply the various features of Wixie 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 paint tools in Wixie to other painting programs.