### **Strand 1: Creativity and Innovation**

Every student should understand and use all concepts and skills from the previous grade levels. The standard is designed so that new learning builds on preceding skills.

Concept 1: Knowledge and Ideas	Use technology to generate knowledge and new ideas.
Concept 2: Models and Simulations	Use digital models and simulations to examine real-world connections, explore complex systems and issues, and enhance understanding.
Concept 3: Trends and Possibilities	Use technology to forecast trends and possibilities.

### Strand 2: Communication and Collaboration

Every student should understand and use all concepts and skills from the previous grade levels. The standard is designed so that new learning builds on preceding skills.

Concept 1: Effective Communication Digital Interactions	Communicate and collaborate with others employing a variety of digital environments and media.
<b>Concept 2: Digital Solutions</b>	Contribute to project teams to produce original works or solve problems.
<b>Concept 3: Global Connections</b>	Create cultural understanding and global awareness by interacting with learners of other cultures.

### **Strand 3: Research and Information Literacy**

Every student should understand and use all concepts and skills from the previous grade levels. The standard is designed so that new learning builds on preceding skills.

Concept 1: Planning	Plan strategies to guide inquiry.
Concept 2: Processing	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.

### Strand 4: Critical Thinking, Problem Solving and Decision Making

Every student should understand and use all concepts and skills from the previous grade levels. The standard is designed so that new learning builds on preceding skills.

Concept 1: Investigation	Identify and define authentic problems and significant questions for investigations.
Concept 2: Exploring Solutions	Plan and manage activities to develop solutions to answer a question or complete a project.

## Strand 5: Digital Citizenship

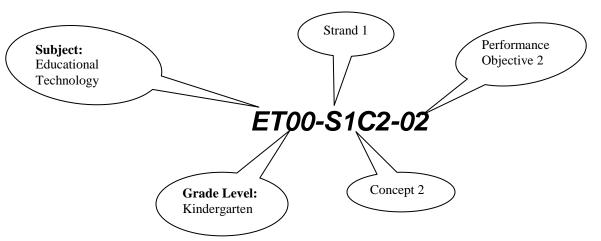
Every student should understand and use all concepts and skills from the previous grade levels. The standard is designed so that new learning builds on preceding skills.

<b>Concept 1: Safety and Ethics</b>	Advocate and practice safe, legal, and responsible use of information and technology.
Concept 2: Leadership for Digital Citizenship	Demonstrate leadership for digital citizenship.
Concept 3: Impact of Technology	Develop an understanding of cultural, historical, economic and political impact of technology on individuals and society.

### Strand 6: Technology Operations and Concepts

Every student should understand and use all concepts and skills from the previous grade levels. The standard is designed so that new learning builds on preceding skills.

Concept 1: Understanding	Recognize, define, and use technology processes, systems, and applications.
Concept 2: Applications	Select and use applications effectively and productively.
Concept 3: Problem Solving	Define problems and investigate solutions in systems and processes.
Concept 4: Transfer of Knowledge	Transfer current knowledge to learning new technologies.



# **Coding for Articulated Standards**

## **Examples of Educational Technology items:**

ET04-S3C1-03 (Grade 4, Strand 3, Concept 1, PO 3) ETHS-S2C2-01 (High School, Strand 2, Concept 2, PO 1)

Connections are provided in the Educational Technology Standard where appropriate in the grade level documents (Resource Guide). Examples of coding for other subjects are shown below:

#### **Examples of Science items:**

SC01-S1C2-02 (Grade 1, Strand 1, Concept 2, PO 2) SCHS-S5C1-01 (High School, Strand 5, Concept 1, PO 1)

#### **Examples of Social Studies items:**

SS01-S1C2-02 (Grade 1, Strand 1, Concept 2, PO 2) SSHS-S5C1-01 (High School, Strand 5, Concept 1, PO 1)