

# 6-8

**Empowered Learner -** Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals, informed by the learning sciences. **6-8.1**

- a.** Students articulate personal learning goals, select, and manage appropriate technologies to achieve them, and reflect on their successes and areas of improvement in working toward their goals. **6-8.1.A.**

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- b.** Students identify and begin to develop online networks of experts and peers to customize their learning environments in accordance with school policy. **6-8.1.B.**

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- c.** Students integrate feedback from people and digital tools to improve their learning process, and they select technology to demonstrate their learning in a variety of ways. **6-8.1.C.**

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- d.** Students navigate a variety of technologies and transfer their skills to troubleshoot and learn how to use new technologies. **6-8.1.D.**

**Digital Citizen -** Students recognize the rights, responsibilities, and opportunities of living, learning, and working in an interconnected digital world, and they act and model in ways that are safe, legal, and ethical. **6-8.2**

- a.** Students cultivate their digital identities and reputations within a digital environment and understand that digital actions are permanent. **6-8.2.A.**

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- b.** Students demonstrate and advocate for positive, safe, legal, and ethical behavior when using technology and when interacting with others online. **6-8.2.B.**

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- c.** Students demonstrate and advocate for an understanding of intellectual property including copyright, permission, and fair use by including appropriate citation and attribution elements. **6-8.2.C.**

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- d.** Students demonstrate an understanding of what personal data is, how it is collected, and how to keep it private and secure, including the awareness of current technology terms and processes. **6-8.2.D.**

**Knowledge Constructor -** Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts, and make meaningful learning experiences for themselves and others. **6-8.3**

- a.** Students practice and improve research strategies to locate information and other resources for their intellectual or creative pursuits. **6-8.3.A.**

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- b.** Students practice evaluating the accuracy, perspective, credibility, and relevance of information, media, data or other resources. **6-8.3.B.**

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- c.** Students locate and collect a variety of resources and organize information to make meaningful connections. **6-8.3.C.**

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- d.** Students explore real-world problems and issues and actively pursue solutions for them. **6-8.3.D.**

**Innovative Designer -**  
Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions. 6-8.4

- a. Students engage in a design process for generating and testing ideas and developing innovative products to solve problems. 6-8.4.A.
- b. Students select and use digital tools to support a design process and expand their understanding to identify constraints and trade-offs and to weigh risks. 6-8.4.B.
- c. Students engage in a design process to develop, test, and revise prototypes, embrace the iterative process of trial and error, and understand setbacks as potential opportunities for improvement. 6-8.4.C.
- d. Students demonstrate an ability to persevere and handle greater ambiguity as they work to solve open-ended problems. 6-8.4.D.

**Computational Thinker**  
- Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions. 6-8.5

- a. Students practice defining and solving problems by selecting technology for data analysis, modeling, and algorithmic thinking. 6-8.5.A.
- b. Students find and organize data and use technology to analyze and represent it to solve problems and make decisions. 6-8.5.B.
- c. Students break problems into component parts, identify key pieces, and use that information to solve problems. 6-8.5.C.
- d. Students understand how automation works and apply algorithmic thinking to design and automate solutions. 6-8.5.D.

**Creative Communicator**  
- Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals. 6-8.6

- a. Students select appropriate platforms and tools to create, share, and communicate their work effectively. 6-8.6.A.
- b. Students create original works or responsibly repurpose digital resources into new creative works. 6-8.6.B.
- c. Students create artifacts using digital tools to communicate complex ideas textually, visually, graphically, and auditorily. 6-8.6.C.
- d. Students publish or present content designed for intended audiences and select platforms that effectively convey their ideas. 6-8.6.D.

**Standard 7. Global Collaborator -** Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally. 6-

- a. Students use digital tools to interact with others to develop a richer understanding of different perspectives and cultures. 6-8.7.A.
- b. Students use collaborative technologies to connect with others, including peers, experts and community members, to learn about issues and problems or to gain a broader perspective. 6-8.7.B.
- c. Students perform a variety of roles within a team, using age-appropriate technology to complete a project or solve a problem. 6-8.7.C.

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**d. Students work with others, using collaborative technologies to explore local and global issues and investigate and advocate for possible solutions. 6-8.7.D.**