

PROFILE for Technology (ICT) Literate Students MIDDLE & HIGH SCHOOL

The numbers in the parentheses after each item identify the standards (1-6) most closely linked to the activity described. Each activity may relate to one indicator, to multiple indicators, or to the overall standards referenced.

- 1. Creativity and Innovation**
- 2. Communication and Collaboration**
- 3. Research and Information Fluency**
- 4. Critical Thinking, Problem Solving, and Decision Making**
- 5. Digital Citizenship**
- 6. Technology Operations and Concepts**

Grades 6–8 (Ages 11–14) MIDDLE SCHOOL

The following experiences with technology and digital resources are examples of learning activities in which students might engage_ Grades 6-8 (Ages 11-14):

1. Describe and illustrate a content-related concept or process using a model, simulation, or concept-mapping software. (1,2) 2. Create original animations or videos documenting school, community, or local events. (1,2,6)
3. Gather data, examine patterns, and apply information for decision making using digital tools and resources. (1,4)
4. Participate in a cooperative learning project in an online learning community. (2)
5. Evaluate digital resources to determine the credibility of the author and publisher and the timeliness and accuracy of the content. (3)
6. Employ data-collection technology such as probes, handheld devices, and geographic mapping systems to gather, view, analyze, and report results for content-related problems. (3,4,6)
7. Select and use the appropriate tools and digital resources to accomplish a variety of tasks and to solve problems. (3,4,6)
8. Use collaborative electronic authoring tools to explore common curriculum content from multicultural perspectives with other learners. (2,3,4,5)
9. Integrate a variety of file types to create and illustrate a document or presentation. (1,6)
10. Independently develop and apply strategies for identifying and solving routine hardware and software problems. (4,6)

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Grades 9–12 (Ages 14–18) HIGH SCHOOL

The following experiences with technology and digital resources are examples of learning activities in which students might engage_ Grades 9-12 (Ages 14-18):

1. Design, develop, and test a digital learning game to demonstrate knowledge and skills related to curriculum content. (1,4)
2. Create and publish an online art gallery with examples and commentary that demonstrate an understanding of different historical periods, cultures, and countries. (1,2)
3. Select digital tools or resources to use for a real-world task and justify the selection based on their efficiency and effectiveness. (3,6)
4. Employ curriculum-specific simulations to practice critical-thinking processes. (1,4)
5. Identify a complex global issue, develop a systematic plan of investigation, and present innovative sustainable solutions. (1,2,3,4)
6. Analyze the capabilities and limitations of current and emerging technology resources and assess their potential to address personal, social, lifelong learning, and career needs. (4,5,6)
7. Design a Web site that meets accessibility requirements. (1,5)
8. Model legal and ethical behaviors when using information and technology by properly selecting, acquiring, and citing resources. (3,5)
9. Create media-rich presentations for other students on the appropriate and ethical use of digital tools and resources. (1,5)
10. Configure and troubleshoot hardware, software, and network systems to optimize their use for learning and productivity. (4,6)