Teachnology

Make it: **Creativity & Innovation**

Students demonstrate creative thinking, construct knowledge, & develop innovative products and processes using technology.

* Apply existing knowledge to generate new ideas, products, or processes
* Create original works which show expression (personally or group)
  + Ex. Videos, podcasts, portfolios, use of websites to create books etc.
* Explore complex systems & issues
  + Online games or simulations that reinforce desired objectives
* ID trends & forecast possibilities
  + Look to see what is the latest and greatest, and how it can be implemented
  + Development of inquiries (what could happen based on my past experiences)

Say it: **Communication & Collaboration**

Students use digital media & environments to communicate & work collaboratively to support learning.

* Interact, collaborate, and publish works using a variety of technology
* Communicate information & ideas effectively to multiple audiences using a variety of media & formats
  + Ex. Video, podcasts, portfolios, Edmodo, email, blogs, wikis
* Develop cultural understanding & global awareness by engaging with learners of other cultures
* Contribute to project teams to produce original works or solve problems

Find it: **Research & Information Fluency**

Students apply digital tools to gather, evaluate, and use information.

* Plan strategies to guide inquiry
  + Visual, auditory, verbal, physical, logical, social, solitary (alone)
  + Ex. Give them choices: mind-mapping
  + Clear objectives & rubrics (jointly made) should drive inquiry
* Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources & media
  + Should be able to retrieve information at any time.
* Evaluate & select information sources & digital tools based on the appropriateness of specific tasks
  + Which application / device will fulfill all required areas of the objective
* Process data & report results
  + Analysis & reflection

Solve it: **Critical Thinking, Problem Solving, & Decision Making**

Students use critical thinking skills to plan & conduct research, manage projects, solve problems, & make informed decisions using appropriate digital tools and resources.

* ID & define authentic problems and significant questions for investigation
  + ID available resources to use (search engines, wikis, blogs, etc.)
* Plan & manage activities to develop a solution or complete a project
  + Clear objectives & rubrics help drive this
* Collect & analyze data to ID solutions &/or make informed decisions
  + Ex. Establishment of graphs & charts through surveys
* Use multiple processes & diverse perspectives to explore alternative solutions



Protect it: **Digital Citizenship**

Students understand human, cultural, & societal issues related to technology and practice legal & ethical behavior.

* Advocate & practice safe, legal, & responsible use of information and technology
  + Ex. No inappropriate searches, remembering passwords, no cyber bullying, correctly citation of sources, etc.
* Exhibit a positive attitude toward using technology that supports collaboration, learning, & productivity
* Demonstrate personal responsibility for lifelong learning
  + Ex. Instead of asking, did you try to self-discover
* Exhibit leadership for digital citizenship
  + Be an example for others



Use it: **Technology Operations & Concepts**

Students demonstrate a sound understanding of technology concepts, systems, & operations.

* Understand & use technology systems
  + Ex. File, transfer, download, blog, post, save, print, email, upload
* Select & use applications effectively & productively
* Troubleshoot systems & applications
  + Ex. Restart computer, refresh/reload page, Google search issues
* Transfer current knowledge to learning to new technologies
  + What did you learn from
    - Ex. Netbooks that could be applied to…..iPads, iPods, iMacs

\*\*\*For original NETS go to: <http://www.iste.org/standards> \*\*\*