

1. Creativity & Innovation								
Students demonstrate creative thinking, construct knowledge, and develop innovative products								
a. apply existing knowledge to generate new ideas, products, or processes.								
b. created original works as a means of personal or group expression.								
c. use models and simulations to explore complex systems and issues.								
d. identify trends and forecast possibilities.								
A=Awareness I=Introduce R=Reinforce M=Master/Maintain								
ACTIVITIES for STANDARD 1:	6	7	8	9	10	11	12	Lessons
<i>Illustrate and communicate original ideas and stories using digital tools and media-rich resources.</i>	M	M	M	M	M	M	M	Links to lessons
<i>Use simulations and graphical organizers to explore and depict patterns of growth such as the life cycles of plants and animals.</i>	M	M	M	M	M	M	M	Links to lessons
<i>Identify, research, and collect data on an environmental issue using digital resources, and propose a developmentally appropriate solution.</i>	M	M	M	M	M	M	M	Links to lessons
<i>Produce a media-rich digital story about a significant local event based on first person interviews.</i>	M	M	M	M	M	M	M	Links to lessons
<i>Gather data, examine patterns, and apply information for decision making using digital tools and resources.</i>	M	M	M	M	M	M	M	Links to lessons
<i>Use digital-imaging technology to modify or create works of art for use in a digital presentation.</i>	M	M	M	M	M	M	M	Links to lessons
<i>Describe and illustrate a content-related concept or process using a model, simulation, or concept-mapping software.</i>	R/M	M	M	M	M	M	M	Links to lessons
<i>Integrate a variety of file types to create and illustrate a document or presentation.</i>	M	M	M	M	M	M	M	Links to lessons
<i>Create original animations or videos documenting school, community, or local events.</i>	R	R/M	M	M	M	M	M	Links to lessons
<i>Design, develop, and test a digital learning game to demonstrate knowledge and skills related to curriculum content.</i>	A	A	A	I	R	R	M	Links to lessons
<i>Design a website that meets accessibility requirements.</i>				I	R	R	M	Links to lessons
<i>Create media-rich presentations for other students on the appropriate and ethical use of digital tools and resources.</i>	A	A	I	R	R	M	M	Links to lessons
<i>Create and publish an online art gallery with examples and commentary that demonstrate an understanding of different historical periods, cultures, and countries.</i>	A	R	R	R	M	M	M	Links to lessons
<i>Employ curriculum-specific simulations to practice critical-thinking processes.</i>	A	R	R	R	M	M	M	Links to lessons

<i>Identify a complex global issue, develop a systematic plan of investigation, and present innovative sustainable solutions.</i>				I	R	R	M	Links to lessons
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APPLICATIONS USEFUL FOR STANDARD 1:

Word, Excel, PowerPoint, Access, Publisher, photo, tunes, internet, Photoshop, CS3, Dream weaver, Logger Pro,

2. Communication & Collaboration								
Students use digital media and environments to communicate and work collaboratively, including								
a. interact, collaborate, and publish with peers, experts, or others employing a variety of digital								
b. communicate information and ideas effectively to multiple audiences using a variety of media and formats.								
c. develop cultural understanding and global awareness by engaging with learners of other cultures.								
d. contribute to project teams to produce original works or solve problems.								
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ACTIVITIES FOR STANDARD 2:	6	7	8	9	10	11	12	Lessons
Illustrate and communicate original ideas and stories using digital tools and media-rich resources.	M	M	M	M	M	M	M	Links to lessons
Engage in learning activities with learners from multiple cultures through e-mail and other electronic means.	M	M	M	M	M	M	M	Links to lessons
In a collaborative work group, use a variety of technologies to produce a digital presentation or product in a curriculum area.	M	M	M	M	M	M	M	Links to lessons
Produce a media-rich digital story about a significant local event based on first person interviews.	M	M	M	M	M	M	M	Links to lessons
Use digital-imaging technology to modify or create works of art for use in a digital presentation.	M	M	M	M	M	M	M	Links to lessons
Describe and illustrate a content-related concept or process using a model, simulation, or concept-mapping software.	R/M	M	M	M	M	M	M	Links to lessons
Create original animations or videos documenting school, community, or local events.	R	R/M	M	M	M	M	M	Links to lessons
Participate in a cooperative learning project in an online learning c	R	R	M	M	M	M	M	Links to lessons
Use collaborative electronic authoring tools to explore common curriculum content from multicultural perspectives with other learners.	R	R	M	M	M	M	M	Links to lessons
Create and publish an online art gallery with examples and commentary that demonstrate an understanding of different historical periods, cultures, and countries.	A	R	R	R	M	M	M	Links to lessons
Identify a complex global issue, develop a systematic plan of investigation, and present innovative sustainable solutions.				I	R	R	M	Links to lessons
APPLICATIONS USEFUL FOR STANDARD 2:								
<i>Word, Excel, PowerPoint, Access, Publisher, photo, tunes, internet, Photoshop, CS3, Dream weaver, Logger Pro,</i>								

3. Research 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

c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks.

d. process data and report results.

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ACTIVITIES FOR STANDARD 3:

	6	7	8	9	10	11	12	Lessons
Illustrate and communicate original ideas and stories using digital tools and media-rich resources.	M	M	M	M	M	M	M	Links to lessons
Find and evaluate information related to a current or historical person or event using digital resources.	M	M	M	M	M	M	M	Links to lessons
Use simulations and graphical organizers to explore and depict patterns of growth such as the life cycles of plants and animals.	M	M	M	M	M	M	M	Links to lessons
Produce a media-rich digital story about a significant local event based on first person interviews.	M	M	M	M	M	M	M	Links to lessons
Recognize bias in digital resources while researching an environmental issue with guidance from the teacher.	M	M	M	M	M	M	M	Links to lessons
Select and apply digital tools to collect, organize, and analyze data to evaluate theories or test hypotheses.	M	M	M	M	M	M	M	Links to lessons
Identify and investigate a global issue and generate possible solutions using digital tools and resources.	M	M	M	M	M	M	M	Links to lessons
Evaluate digital resources to determine the credibility of the author and publisher and the timeliness and accuracy of the content.	R	M	M	M	M	M	M	Links to lessons
Employ data collection technology such as probes, handheld devices, and geographic mapping systems to gather, view, analyze, and report results for content-related problems.	R	R	M	M	M	M	M	Links to lessons
Select and use the appropriate tools and digital resources to accomplish a variety of tasks and to solve problems.	M	M	M	M	M	M	M	Links to lessons
Use collaborative electronic authoring tools to explore common curriculum content from multicultural perspectives with other learners.	R	R	M	M	M	M	M	Links to lessons
Select digital tools or resources to use for a real-world task and justify the selection based on their efficiency and effectiveness.	R	R	M	M	M	M	M	Links to lessons

Identify a complex global issue, develop a systematic plan of investigation, and present innovative sustainable solutions.				I	R	R	M	Links to lessons
Model legal and ethical behaviors when using information and technology by properly selecting, acquiring, and citing resources.	R	R	M	M	M	M	M	Links to lessons
APPLICATIONS USEFUL FOR STANDARD 3:								
<i>Word, Excel, PowerPoint, Access, Publisher, photo, tunes, internet, Photoshop, CS3, Dream weaver, Logger Pro,</i>								

4. Critical Thinking, Problem Solving, and Decision Making								
<i>Students use critical thinking skills to plan and conduct research, manage projects, solve</i>								
a. identify and define authentic problems and significant questions for investigation.								
b. plan and manage activities to develop a solution or complete a project.								
c. collect and analyze data to identify solutions and /or make informed decisions.								
d. use multiple processes and diverse perspectives to explore alternate solutions.								
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ACTIVITIES FOR STANDARD 4:	6	7	8	9	10	11	12	Lessons
Identify, research, and collect data on an environmental issue using digital resources, and propose a developmentally appropriate solution.	M	M	M	M	M	M	M	Links to lessons
Use simulations and graphical organizers to explore and depict patterns of growth such as the life cycles of plants and animals.	M	M	M	M	M	M	M	Links to lessons
Independently apply digital tools and resources to address a variety of tasks and problems.	M	M	M	M	M	M	M	Links to lessons
Produce a media-rich digital story about a significant local event based on first person interviews.	M	M	M	M	M	M	M	Links to lessons
Recognize bias in digital resources while researching an environmental issue with guidance from the teacher.	M	M	M	M	M	M	M	Links to lessons
Select and apply digital tools to collect, organize, and analyze data to evaluate theories or test hypotheses.	M	M	M	M	M	M	M	Links to lessons
Identify and investigate a global issue and generate possible solutions using digital tools and resources.	M	M	M	M	M	M	M	Links to lessons
Conduct science experiments using digital instruments and measurement devices.	M	M	M	M	M	M	M	Links to lessons
Conceptualize, guide, and manage individual or group learning projects using digital planning tools with teacher support.	M	M	M	M	M	M	M	Links to lessons
Apply previous knowledge of digital technology operations to analyze and solve current hardware and software problems.	M	M	M	M	M	M	M	Links to lessons
Gather data, examine patterns, and apply information for decision making using digital tools and resources.	M	M	M	M	M	M	M	Links to lessons
Employ data collection technology such as probes, handheld devices, and geographic mapping systems to gather, view, analyze, and report results for content-related problems.	R	R	M	M	M	M	M	Links to lessons

Select and use the appropriate tools and digital resources to accomplish a variety of tasks and to solve problems.	M	M	M	M	M	M	M	Links to lessons
Use collaborative electronic authoring tools to explore common curriculum content from multicultural perspectives with other learners.	R	R	M	M	M	M	M	Links to lessons
Independently develop and apply strategies for identifying and solving routine hardware and software problems.	R	M	M	M	M	M	M	Links to lessons
Design, develop, and test a digital learning game to demonstrate knowledge and skills related to curriculum content.	A	A	A	I	R	R	M	Links to lessons
Identify a complex global issue, develop a systematic plan of investigation, and present innovative sustainable solutions.				I	R	R	M	Links to lessons
Analyze the capabilities and limitations of current and emerging technology resources and assess their potential to address personal, social, lifelong learning, and career needs.	I	R	R	R	R/M	M	M	Links to lessons
Configure and troubleshoot hardware, software, and network systems to optimize their use for learning and productivity.		I	R	R	R/M	M	M	Links to lessons
APPLICATIONS USEFUL FOR STANDARD 4:								
<i>Word, Excel, PowerPoint, Access, Publisher, photo, tunes, internet, Photoshop, CS3, Dream weaver, Logger Pro,</i>								

5. DIGITAL CITIZENSHIP

Students understand human, cultural, and societal issues related to technology and practice legal

a. advocate and practice safe, legal, and responsible use of information and technology.

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

c. demonstrates personal responsibility for lifelong learning.

d. exhibit leadership for digital citizenship.

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ACTIVITIES FOR STANDARD 5:

	6	7	8	9	10	11	12	Lessons
Demonstrate the safe and cooperative use of technology, including respect for people, equipment, and resources.	M	M	M	M	M	M	M	Links to lessons
Practice injury prevention by applying a variety of ergonomic strategies when using technology.	M	M	M	M	M	M	M	Links to lessons
Debate the effect of existing and emerging technologies on individuals, society, and the global community.	M	M	M	M	M	M	M	Links to lessons
Use collaborative electronic authoring tools to explore common curriculum content from multicultural perspectives with other learners.	R	R	M	M	M	M	M	Links to lessons
Analyze the capabilities and limitations of current and emerging technology resources and assess their potential to address personal, social, lifelong learning, and career needs.	I	R	R	R	R/M	M	M	Links to lessons
Design a website that meets accessibility requirements.				I	R	R	M	Links to lessons
Create media-rich presentations for other students on the appropriate and ethical use of digital tools and resources.	A	A	I	R	R	M	M	Links to lessons
Model legal and ethical behaviors when using information and technology by properly selecting, acquiring, and citing resources.	R	R	M	M	M	M	M	Links to lessons
Discuss ethical behaviors when using information and technology, including ownership of ideas, respect for the rights of others while using computers, keeping personal information or passwords private, and copyright laws.	M	M	M	M	M	M	M	Links to lessons
Understand the Tacoma School District Acceptable Use Policy for using computers.	M	M	M	M	M	M	M	Links to lessons
Understanding how technology expands opportunities for learning.	M	M	M	M	M	M	M	Links to lessons

APPLICATIONS USEFUL FOR STANDARD 5:

Word, Excel, PowerPoint, Access, Publisher, photo, tunes, internet, Photoshop, CS3, Dream weaver, Logger Pro,

6. TECHNOLOGY OPERATIONS AND CONCEPTS								
<i>Students demonstrate a sound understanding of technology concepts, systems, and operations.</i>								
a. understand and use technology systems.								
b. select and use applications effectively and productively.								
c. troubleshoot systems and applications.								
d. transfer current knowledge to learning of new technologies.								
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ACTIVITIES FOR STANDARD 6:	6	7	8	9	10	11	12	Lessons
Engage in learning activities with learners from multiple cultures through e-mail and other electronic means.	M	M	M	M	M	M	M	Links to lessons
In a collaborative work group, use a variety of technologies to produce a digital presentation or product in a curriculum area.	M	M	M	M	M	M	M	Links to lessons
Independently apply digital tools and resources to address a variety of tasks and problems.	M	M	M	M	M	M	M	Links to lessons
Communicate about technology using developmentally appropriate and accurate terminology.	M	M	M	M	M	M	M	Links to lessons
Demonstrate the ability to navigate in virtual environments such as electronic books, simulation software, and Web sites.	M	M	M	M	M	M	M	Links to lessons
Use digital-imaging technology to modify or create works of art for use in a digital presentation.	M	M	M	M	M	M	M	Links to lessons
Select and apply digital tools to collect, organize, and analyze data to evaluate theories or test hypotheses.	M	M	M	M	M	M	M	Links to lessons
Conduct science experiments using digital instruments and measurement devices.	M	M	M	M	M	M	M	Links to lessons
Conceptualize, guide, and manage individual or group learning projects using digital planning tools with teacher support.	M	M	M	M	M	M	M	Links to lessons
Debate the effect of existing and emerging technologies on individuals, society, and the global community.	M	M	M	M	M	M	M	Links to lessons
Apply previous knowledge of digital technology operations to analyze and solve current hardware and software problems.	M	M	M	M	M	M	M	Links to lessons
Create original animations or videos documenting school, community, or local events.	R	R/M	M	M	M	M	M	Links to lessons

Employ data collection technology such as probes, handheld devices, and geographic mapping systems to gather, view, analyze, and report results for content-related problems.	R	R	M	M	M	M	M	Links to lessons
Select and use the appropriate tools and digital resources to accomplish a variety of tasks and to solve problems.	M	M	M	M	M	M	M	Links to lessons
Integrate a variety of file types to create and illustrate a document or presentation.	M	M	M	M	M	M	M	Links to lessons
Independently develop and apply strategies for identifying and solving routine hardware and software problems.	R	M	M	M	M	M	M	Links to lessons
Select digital tools or resources to use for a real-world task and justify the selection based on their efficiency and effectiveness.	R	R	M	M	M	M	M	Links to lessons
Configure and troubleshoot hardware, software, and network systems to optimize their use for learning and productivity.		I	R	R	R/M	M	M	Links to lessons

APPLICATIONS USEFUL FOR STANDARD 6:

Word, Excel, PowerPoint, Access, Publisher, photo, tunes, internet, Photoshop, CS3, Dream weaver, Logger