

Standards ISTE NETS•S

● Indicates standard is focused on ○ Indicates standard is covered in a general way

Standard 1: <i>Creativity and Innovation</i>		Inquiry Video	Tutorial	Heat	Motion	Sound	Light	Project
Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology								
1	Students apply existing knowledge to generate new ideas, products, or processes			○	○	○	○	●
2	Students create original works as a means of personal or group expression			○	○	○	○	●
3	Students use models and simulations to explore complex systems and issues			○	○	○	○	●
4	Students identify trends and forecast possibilities		●	●	○	●	●	○

Standard 2: <i>Communication and Collaboration</i>		Inquiry Video	Tutorial	Heat	Motion	Sound	Light	Project
Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.								
1	Students interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media		○	○	○	○	○	●
2	Students communicate information and ideas effectively to multiple audiences using a variety of media and formats							●
4	Students contribute to project teams to produce original works or solve problems		●	●	●	●	●	●

Standard 3: <i>Research and Information Fluency</i>		Inquiry Video	Tutorial	Heat	Motion	Sound	Light	Project
Students apply digital tools to gather, evaluate, and use information.								
1	Students plan strategies to guide inquiry		○	○	○	○	○	●
2	Students locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media		○	○	○	○	○	●
3	Students evaluate and select information sources and digital tools based on the appropriateness to specific tasks							○
4	Students process data and report results		●	●	●	●	●	●

Standard 4: <i>Critical Thinking, Problem Solving, and Decision Making</i>		Inquiry Video	Tutorial	Heat	Motion	Sound	Light	Project
Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources								
1	Students identify and define authentic problems and significant questions for investigation			○	○	○	○	●
2	Students plan and manage activities to develop a solution or complete a project			○	○	●	●	●
3	Students collect and analyze data to identify solutions and/or make informed decisions		●	●	●	●	●	●
4	Students use multiple processes and diverse perspectives to explore alternative solutions		○	●				●
Standard 5: <i>Digital Citizenship</i>		Inquiry Video	Tutorial	Heat	Motion	Sound	Light	Project

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Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior								
1	Students advocate and practice safe, legal, and responsible use of information and technology							<input type="radio"/>
2	Students exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity							<input type="radio"/>
3	Students demonstrate personal responsibility for lifelong learning							<input type="radio"/>
4	Students exhibit leadership for digital citizenship							<input type="radio"/>

Standard 6: <i>Technology Operations and Concepts</i>		Inquiry Video	Tutorial	Heat	Motion	Sound	Light	Project
Students demonstrate a sound understanding of technology concepts, systems, and operations								
1	Students understand and use technology systems	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
2	Students select and use applications effectively and productively		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
3	Students troubleshoot systems and applications		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>
4	Students transfer current knowledge to learning of new technologies		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>