

TECHNOkids® ISTE Standards



ISTE Standards for Students

*Correlation of Microsoft Plus and Google Apps
technology projects to ISTE Standards for
Students*

ISTE Standards for Grades PK-2 Students	Basics	Colors	Letters	Shapes	Numbers	PC	Painter	Book	City	Cop	Author	Animal	Celebrate	Fit	Gallery	Stories	Me
1. Creativity and innovation - Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.																	
a. Apply existing knowledge to generate new ideas, products, or processes	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
b. Create original works as a means of personal or group expression	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
c. Use models (<i>templates, samples</i>) and simulations to explore complex systems and issues		•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
d. Identify trends and forecast possibilities - <i>identify patterns, explore program tools, make predictions</i>	•	•	•	•	•	•	•		•	•	•	•	•		•	•	•
2. Communication and collaboration - 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.																	
a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media			•		•	•		•	•		•	•	•	•	•	•	•
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 (<i>groups, classes</i>) to produce original works or solve problems			•		•	•								•			•
3. Research and information fluency - Students apply digital tools to gather, evaluate, and use information.																	
a. Plan strategies to guide inquiry											•	•					•
b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media							•	•	•	•	•	•	•	•	•	•	•
c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks						•	•	•	•	•	•	•	•	•			
d. Process data and report results							•	•	•	•	•	•	•	•	•	•	•
4. Critical thinking, problem solving, and decision making - Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.																	
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 alternative solutions						•	•	•	•	•		•	•	•	•	•	•
5. Digital citizenship - Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.																	
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. Demonstrate personal responsibility for lifelong learning	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
d. Exhibit leadership for digital citizenship (make good choices, act as a role model, provide guidance to others)	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
6. Technology operations and concepts - Students demonstrate a sound understanding of technology concepts, systems, and operations.																	
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	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•

ISTE Standards for Grades 3-5 Students	Poet	Journey	Biz	Hero	Report	Sales	Movie	Quest	Correspondent	Link	Drama	Mummy	Journal	Presenter	Candy	Toon
1. Creativity and innovation - Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.																
a. Apply existing knowledge to generate new ideas, products, or processes	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
b. Create original works as a means of personal or group expression	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
c. Use models (<i>templates, samples</i>) and simulations to explore complex systems and issues	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
d. Identify trends and forecast possibilities - <i>identify patterns, explore program tools, make predictions</i>		•	•		•	•		•			•	•	•	•	•	•
2. Communication and collaboration - 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.																
a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
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 (<i>groups, classes</i>) to produce original works or solve problems		•	•			•	•	•			•	•		•		
3. Research and information fluency - Students apply digital tools to gather, evaluate, and use information.																
a. Plan strategies to guide inquiry		•	•	•	•	•	•	•	•	•	•		•	•	•	•
b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks	•	•	•	•	•	•	•	•	•	•	•	•		•		
d. Process data and report results	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
4. Critical thinking, problem solving, and decision making - Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.																
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 alternative solutions	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•
5. Digital citizenship - Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.																
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. Demonstrate personal responsibility for lifelong learning	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
d. Exhibit leadership for digital citizenship (make good choices, act as a role model, provide guidance to others)	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
6. Technology operations and concepts - Students demonstrate a sound understanding of technology concepts, systems, and operations.																
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	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•

ISTE Standards for Grades 6-8 Students	Editor	Entrepreneur	Novel	Clue	Ezine	Investor	Travel	Mission	Environment	Blog	CEO	Future	Commercial	HTML5	Newsletter	Restaurateur	Timeline	Budget	Map	Debate	Questionnaire	
1. Creativity and innovation - Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.																						
a. Apply existing knowledge to generate new ideas, products, or processes	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
b. Create original works as a means of personal or group expression	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
c. Use models (<i>templates, samples</i>) and simulations to explore complex systems and issues	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
d. Identify trends and forecast possibilities - <i>identify patterns, explore program tools, make predictions</i>		•		•	•	•			•		•	•				•		•		•	•	
2. Communication and collaboration - 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.																						
a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media		•	•	•	•	•	•		•	•		•	•	•	•	•	•		•	•	•	•
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 (<i>groups, classes</i>) to produce original works or solve problems		•				•				•			•								•	
3. Research and information fluency - Students apply digital tools to gather, evaluate, and use information.																						
a. Plan strategies to guide inquiry		•	•		•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•
b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•
c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
d. Process data and report results	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
4. Critical thinking, problem solving, and decision making - Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.																						
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 alternative solutions		•				•			•		•		•	•		•		•		•	•	
5. Digital citizenship - Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.																						
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. Demonstrate personal responsibility for lifelong learning	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
d. Exhibit leadership for digital citizenship (make good choices, act as a role model, provide guidance to others)	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
6. Technology operations and concepts - Students demonstrate a sound understanding of technology concepts, systems, and operations.																						
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	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•

	Advertise	Specialist	Planner	Wonderland	Flash	Photoshop
ISTE Standards for Grades 9-12 Students						
1. Creativity and innovation - Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.						
a. Apply existing knowledge to generate new ideas, products, or processes	•	•	•	•	•	•
b. Create original works as a means of personal or group expression	•	•	•	•	•	•
c. Use models (<i>templates, samples</i>) and simulations to explore complex systems and issues	•	•	•	•	•	•
d. Identify trends and forecast possibilities - <i>identify patterns, explore program tools, make predictions</i>	•	•	•	•		
2. Communication and collaboration - 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.						
a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media	•	•	•	•	•	•
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 (<i>groups, classes</i>) to produce original works or solve problems						
3. Research and information fluency - Students apply digital tools to gather, evaluate, and use information.						
a. Plan strategies to guide inquiry	•	•	•	•	•	
b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media	•	•	•	•	•	•
c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks	•	•	•	•	•	•
d. Process data and report results	•	•	•	•	•	•
4. Critical thinking, problem solving, and decision making - Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.						
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 alternative solutions	•	•	•	•	•	•
5. Digital citizenship - Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.						
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. Demonstrate personal responsibility for lifelong learning	•	•	•	•	•	•
d. Exhibit leadership for digital citizenship (make good choices, act as a role model, provide guidance to others)	•	•	•	•	•	•
6. Technology operations and concepts - Students demonstrate a sound understanding of technology concepts, systems, and operations.						
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	•	•	•	•	•	•