

# TECHNOkids® ISTE Standards



## ISTE Standards for Students

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

<b>ISTE Standards for Grades PK-2 Students</b>	<b>Basics</b>	<b>Colors</b>	<b>Letters</b>	<b>Shapes</b>	<b>Numbers</b>	<b>PC</b>	<b>Painter</b>	<b>Book</b>	<b>City</b>	<b>Cop</b>	<b>Author</b>	<b>Animal</b>	<b>Celebrate</b>	<b>Fit</b>	<b>Gallery</b>	<b>Stories</b>	<b>Me</b>
<b>1. Creativity and innovation - Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</b>																	
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>	•	•	•	•	•	•	•		•	•	•	•	•		•	•	•
<b>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.</b>																	
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			•		•	•								•			•
<b>3. Research and information fluency - Students apply digital tools to gather, evaluate, and use information.</b>																	
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							•	•	•	•	•	•	•	•	•	•	•
<b>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.</b>																	
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						•	•	•	•	•		•	•	•	•	•	•
<b>5. Digital citizenship - Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.</b>																	
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)	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
<b>6. Technology operations and concepts - Students demonstrate a sound understanding of technology concepts, systems, and operations.</b>																	
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	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•

<b>ISTE Standards for Grades 3-5 Students</b>	Poet	Journey	Biz	Hero	Report	Sales	Movie	Quest	Correspondent	Link	Drama	Mummy	Journal	Presenter	Candy	Toon
<b>1. Creativity and innovation - Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</b>																
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>		•	•		•	•		•			•	•	•	•	•	•
<b>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.</b>																
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		•	•			•	•	•			•	•		•		
<b>3. Research and information fluency - Students apply digital tools to gather, evaluate, and use information.</b>																
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	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
<b>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.</b>																
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	•	•	•	•	•	•	•	•	•		•	•	•	•	•	•
<b>5. Digital citizenship - Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.</b>																
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)	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
<b>6. Technology operations and concepts - Students demonstrate a sound understanding of technology concepts, systems, and operations.</b>																
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	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•

<b>ISTE Standards for Grades 6-8 Students</b>	<b>Editor</b>	<b>Entrepreneur</b>	<b>Novel</b>	<b>Clue</b>	<b>Ezine</b>	<b>Investor</b>	<b>Travel</b>	<b>Mission</b>	<b>Environment</b>	<b>Blog</b>	<b>CEO</b>	<b>Future</b>	<b>Commercial</b>	<b>HTML5</b>	<b>Newsletter</b>	<b>Restaurateur</b>	<b>Timeline</b>	<b>Budget</b>	<b>Map</b>	<b>Debate</b>	<b>Questionnaire</b>	
<b>1. Creativity and innovation - Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</b>																						
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>		•		•	•	•			•		•	•				•		•		•	•	
<b>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.</b>																						
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		•				•				•			•								•	
<b>3. Research and information fluency - Students apply digital tools to gather, evaluate, and use information.</b>																						
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	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
<b>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.</b>																						
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		•				•			•		•		•	•		•		•		•	•	•
<b>5. Digital citizenship - Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.</b>																						
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)	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
<b>6. Technology operations and concepts - Students demonstrate a sound understanding of technology concepts, systems, and operations.</b>																						
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
<b>ISTE Standards for Grades 9-12 Students</b>						
<b>1. Creativity and innovation - Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</b>						
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>	•	•	•	•		
<b>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.</b>						
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						
<b>3. Research and information fluency - Students apply digital tools to gather, evaluate, and use information.</b>						
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	•	•	•	•	•	•
<b>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.</b>						
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	•	•	•	•	•	•
<b>5. Digital citizenship - Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.</b>						
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)	•	•	•	•	•	•
<b>6. Technology operations and concepts - Students demonstrate a sound understanding of technology concepts, systems, and operations.</b>						
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	•	•	•	•	•	•