Digital Citizenship Course Standards | Level 3

Empowered Learner

ISTE 1.1

Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals, informed by the learning sciences.

ISTE 1.1.a

Students articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.

ISTE 1.1.b

Students build networks and customize their learning environments in ways that support the learning process.

ISTE 1.1.c

Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

ISTE 1.1.d

Students understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.

Digital Citizen

ISTE 1.2

Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.

ISTE 1.2.a

Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.

Digital Citizen

ISTE 1.2.b

Students engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.

ISTE 1.2.c

Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.

ISTE 1.2.d

Students manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.

Knowledge Constructor

ISTE 1.3

Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.

ISTE 1.3.a

Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.

ISTE 1.3.b

Students evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources.

ISTE 1.3.d

Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.

Innovative Designer

ISTE 1.4

Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.

ISTE 1.4.b

Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.

Computational Thinker

ISTE 1.5

Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.

ISTE 1.5.b

Students collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making.

ISTE 1.5.d

Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

Creative Communicator

ISTE 1.6

Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.

Creative Communicator

ISTE 1.6.a

Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.

Global Collaborator

ISTE 1.7

Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.

ISTE 1.7.c

Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.

ISTE 1.7.d

Students explore local and global issues and use collaborative technologies to work with others to investigate solutions.