Digital Citizenship Curriculum - Standards Alignment



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Digital Citizenship Curriculum	Lessons K-2													
International Society for Technology in Education International Society for Technology in Education	Passwords and Online Security	Online Privacy	Netiquette	Cyberbullying	What is Internet?	Browsers and Search Engines	Communication	Technology Through Time	Hardware	Software	Hardware - Bonus	Data	Data and Charts	
1. Empowered Learner: Students leverage technology to take an active role in choostudents:	sing, ach	ieving, a	and dem	onstratin	g compe	etency in	their lea	arning go	als, infor	med by	the learn	ing scier	nces.	
a. Articulate and set personal learning goals, develop strategies leveraging technology to achieve them, and reflect on the learning process itself to improve learning outcomes.														
b. Build networks and customize their learning environments in ways that support the learning process.			• **											
c. Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.	•	•	•	•	•	•	•	•	•	•	•	•	•	
d. 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.						•	•							
2. Digital Citizen: Students recognize the rights, responsibilities, and opportunities are safe, legal and ethical. Students:	of living	ı, learnir	ng, and v	vorking i	in an inte	erconnec	ted digi	tal world	, and the	ey act an	d model	in ways	that	
a. Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.	•	•	•	•										
b. Engage in positive, safe, legal, and ethical behavior when using technology, including social interactions online or when using networked devices.	•	•	•	•										
c. Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.														
d. Manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.		•												
3. Knowledge Constructor: Students critically curate a variety of resources using c experiences for themselves and others. Students:	digital to	ols to co	nstruct l	knowled	ge, prod	luce crea	tive arti	facts, and	d make r	meaning	ful learni	ng		
a. Plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.						•								
b. Evaluate the accuracy, perspective, credibility, and relevance of information, media, data, or other resources.						•								

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c. Curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.						•							
d. Build knowledge by actively exploring real-world issues and problems, developing ideas and theories, and pursuing answers and solutions.													
4. Innovative Designer: Students develop and employ strategies for understanding a solutions. Students:	and solvii	ng probl	ems in v	vays that	t leverag	e the pov	ver of te	echnolog	ical met	hods to	develop	and test	
a. Know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts, or solving authentic problems.													
b. Select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.													
c. Develop, test, and refine prototypes as part of a cyclical design process													
d. Exhibit a tolerance for ambiguity, perseverance, and the capacity to work with openended problems.													
5. Computational Thinker: Students develop and employ strategies for understand solutions. Students:	ding and	solving	problem	ıs in way	s that le	everage t	ne powe	er of tech	nnologic	al metho	ods to de	evelop ar	nd test
Formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models, and algorithmic thinking in exploring and finding solutions													
b. 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												•	•
c. Break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving													
d. Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.													

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6. Creative Communicator: Students communicate clearly and express themselves appropriate to their goals. Students:	s creativ	ely for a	variety	of purpo	ses usin	g the pla	itforms,	tools, sty	/les, forr	nats, and	d digital	media	
 a. Choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication. 					•	•	•	•	•	•	•	•	•
b. Create original works or responsibly repurpose or remix digital resources into new creations.													
c. Communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models, or simulations.													•
d. Publish or present content that customizes the message and medium for their intended audiences.													
7. Global Collaborator: Students use digital tools to broaden their perspectives and Students:	d enrich	their lea	rning by	/ collabo	rating w	ith others	s and w	orking ef	ffectively	in team	s locally	and glol	bally.
Use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.													
b. Use collaborative technologies to work with others, including peers, experts, or community members, to examine issues and problems from multiple viewpoints.							•						
c. Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.													
d. Explore local and global issues and use collaborative technologies to work with others to investigate solutions.			•										



