

Grades 6-8

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

- a** Students articulate personal learning goals, select and manage appropriate technologies to achieve them and reflect on their successes and areas of improvement in working toward their goals. 6-8.EL.1.A.

- b** Students identify and develop online networks within school policy and customize their learning environments in ways that support their learning, in collaboration with an educator. 6-8.EL.1.B.

- c** Students actively seek performance feedback from people, including teachers, and from functionalities embedded in digital tools to improve their learning process, and they select technology to demonstrate their learning in a variety of ways. 6-8.EL.1.C.

- d** Students are able to navigate a variety of technologies and transfer their knowledge and skills to learn how to use new technologies. 6-8.EL.1.D.

DIGITAL CITIZEN:
Students recognize the responsibilities and opportunities for contributing to their digital communities, including making safe, legal, and ethical decisions using Artificial Intelligence.

- a** Students manage their digital identities and reputations within school policy, including demonstrating an understanding of how digital actions are never fully erasable. 6-8.DC.2.A.

- b** Students demonstrate and advocate for positive, safe, legal, and ethical habits when using technology and when interacting with others online. 6-8.DC.2.B.

- c** Students demonstrate and advocate for an understanding of intellectual property with both print and digital media — including copyright, permission, and fair use — by creating a variety of media products that include appropriate citation and attribution elements. 6-8.DC.2.C.

- d** Students demonstrate an understanding of what personal data is and how to keep it private and secure, including the awareness of terms such as encryption, HTTPS, password, cookies, and computer viruses; they also understand the limitations of data management and how data-collection technologies work. 6-8.DC.2.D.

KNOWLEDGE CONSTRUCTOR:
Students critically curate a variety of resources using digital tools, such as Artificial Intelligence chatbots, to

- a** Students demonstrate and practice the ability to effectively use research strategies to locate appropriate digital resources in support of their learning. 6-8.KC.3.A.

- b** Students practice and demonstrate the ability to evaluate resources for accuracy, perspective, credibility, and relevance. 6-8.KC.3.B.

construct knowledge, produce creative artifacts, and make meaningful learning experiences for themselves and others.

- c** Students locate and collect resources from a variety of sources and organize assets into collections for a wide range of projects and purposes. 6-8.KC.3.C.
- d** Students explore real-world issues and problems and actively pursue an understanding of them and solutions for them. 6-8.KC.3.D.

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

- a** Students engage in a design process and employ it to generate ideas, create innovative products, or solve authentic problems. 6-8.ID.4.A.
- b** Students select and use digital tools to support a design process and expand their understanding to identify constraints and trade-offs and weigh risks. 6-8.ID.4.B.
- c** Students engage in a design process to develop, test, and revise prototypes, embracing the cyclical process of trial and error and understanding problems or setbacks as potential opportunities for improvement. 6-8.ID.4.C.
- d** Students demonstrate the ability to persevere and handle greater ambiguity as they work to solve open-ended problems. 6-8.ID.4.D.

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

- a** Students practice defining problems to solve by computing for data analysis, modeling, or algorithmic thinking. 6-8.CT.5.A.
- b** Students find or organize data and use technology to analyze and represent it to solve problems and make decisions. 6-8.CT.5.B.
- c** Students break problems into component parts, identify key pieces, and use that information to problem-solve. 6-8.CT.5.C.
- d** Students demonstrate an understanding of how automation works and use algorithmic thinking to design and automate solutions. 6-8.CT.5.D.

CREATIVE COMMUNICATOR: Students communicate clearly and express themselves creatively for a variety of purposes, such as AI prompt engineering, using platforms, tools, styles, formats, and digital media appropriate to their goals.

- a** Students select appropriate platforms and tools to create, share, and communicate their work effectively. 6-8.CC.6.A.
- b** Students create original works or responsibly repurpose other digital resources into new creative works. 6-8.CC.6.B.
- c** Students communicate complex ideas clearly using various digital tools to convey the concepts textually, visually, graphically, etc. 6-8.CC.6.C.
- d** Students publish or present content designed for specific audiences and select platforms that will effectively convey their ideas to those audiences. 6-8.CC.6.D.

GLOBAL COLLABORATOR: Students use digital

- a** Students use digital tools to interact with others to develop a richer understanding of different perspectives and cultures. 6-8.GC.7.A.

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

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- b Students use collaborative technologies to connect with others, including peers, experts, and community members, to learn about issues and problems or to gain a broader perspective. 6-8.GC.7.B.**
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- c Students determine their role in a team to meet goals, based on their knowledge of technology and content and personal preference. 6-8.GC.7.C.**
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- d Students select collaborative technologies and use them to work with others to investigate and develop solutions related to local and global issues. 6-8.GC.7.D.**