South Dakota Educational Technology

9th-12th Grades

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.

1. Students will develop technology strategies to achieve and reflect on learning goals to improve outcomes. HS.ET.EL.1
    1. Develop strategies for using digital learning tools and resources to plan, implement, and reflect upon a complex task. HS.ET.EL.1.1
    2. Set personal learning goals and explore technologies to improve upon learning outcomes. HS.ET.EL.1.2
2. With or without support, students build networks of experts and peers to enhance their learning. HS.ET.EL.2
    1. Develop a professional social network that relates to a potential chosen profession. HS.ET.EL.2.1
    2. Work collaboratively with a group of peers in a digital setting using the strengths. Of each team member to improve the group's end product. HS.ET.EL.2.2
3. Students improve learning by seeking feedback from others using digital tools and other resources to demonstrate learning in a variety of ways. HS.ET.EL.3
    1. Analyze feedback to improve upon an authentic artifact that demonstrates learning HS.ET.EL.3.1
4. Students demonstrate an understanding of how technology works, know how to independently troubleshoot, and are not afraid to take a risk in choosing and utilizing new or current technologies for learning. HS.ET.EL.4
    1. Using prior knowledge to troubleshoot common technology issues. HS.ET.EL.4.1
    2. Offer to help peers when they can and accept help from others. HS.ET.EL.4.2

Computational Thinker

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

1. Students select appropriate technology to analyze data, create models, and problem-solve through the use of logical thinking. HS.ET.CT.1
    1. Design and create prototypes of technology-based solutions to real-world problems. HS.ET.CT.1.1
    2. Apply logical thinking to solve a complex problem by breaking it down into manageable parts. HS.ET.CT.1.2
2. Students use the computational thought process to represent data, deconstruct problems, identify key information, and formulate solutions. HS.ET.CT.2
    1. Analyze data collected or retrieved from a variety of digital learning tools and resources to determine if patterns or trends are present. HS.ET.CT.2.1
    2. Deconstruct data into its component parts and describe how they connect. HS.ET.CT.2.2
    3. Develop a product to explain a complex interdisciplinary issue. HS.ET.CT.2.3
3. Students will recognize basic concepts of automation including decomposition, abstraction, use algorithmic thinking, and pattern recognition. HS.ET.CT.3
    1. Identifying, analyzing, and implementing possible solutions with the goal of achieving the most efficient and effective combination of steps and resources. HS.ET.CT.3.1
    2. Identify and solve a STEM problem using design process. HS.ET.CT.3.2
    3. Formulate steps to solve problems that enable the use of a computer and other tools to arrive at a solution. HS.ET.CT.3.3

Digital Citizen

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.

1. Students will demonstrate an understanding of the importance of creating and maintaining a positive online identity and the permanence and future impact of their online and offline decisions when using digital technology. HS.ET.DC.1
    1. Evaluate immediate and long-range effects of ethical and unethical uses of technology. HS.ET.DC.1.1
    2. Analyze the impact of social media on individuals and society. HS.ET.DC.1.2
2. Students will practice positive, safe, legal, and ethical behavior when using technology. HS.ET.DC.2
    1. Critique personal digital footprint. HS.ET.DC.2.1
    2. Use proper citation strategies to give credit to images and texts. HS.ET.DC.2.2
3. Students demonstrate and promote respect for using and sharing the intellectual property of others and themselves. HS.ET.DC.3
    1. Evaluate the need for technology policies on a local, national and global level. HS.ET.DC.3.1
    2. Comply with copyright law in regard to media usage, citing sources, and can explain the principle of fair use. HS.ET.DC.3.2
4. Students demonstrate an understanding of how personal data is collected, tracked, and used, how to maintain privacy, and how to safely share it online. HS.ET.DC.4
    1. Investigate cyber-security issues in a technological society. HS.ET.DC.4.1
    2. Apply safe practices in the sharing of personal information digitally and can explain how personal information may be stored by websites (ex: cookies). HS.ET.DC.4.2

Innovative Designer

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

1. With or without the use of technology, students can apply a design process to generate ideas, consider possible solutions, create a plan to solve a problem, and share their innovative ideas with others. HS.ET.ID.1
    1. Compare and contrast methods for problem-solving and decision-making. HS.ET.ID.1.1
    2. Develop strategies to plan, implement and reflect upon a complex task. HS.ET.ID.1.2
    3. Implement, document and present the design process. HS.ET.ID.1.3
2. Students persevere when researching and solving open-ended problems and use trial-and-error strategies to test and refine prototypes. HS.ET.ID.2
    1. Formulate a technological solution using data-driven decision making. HS.ET.ID.2.1
    2. Critically evaluate a design solution at multiple points of the design process and adjust processes and outcomes as needed for the desired outcome. HS.ET.ID.2.2

Creative Communicator

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.

1. Students evaluate and select a variety of platforms and tools to create products and communicate with others to appropriately complete tasks. HS.ET.CC.1
    1. Critique a variety of communication tools to effectively and efficiently communicate with a targeted audience and purpose. HS.ET.CC.1.1
2. Students create original artifacts or responsibly remix or repurpose existing digital resources. HS.ET.CC.2
    1. Create and publish interdisciplinary artifacts and media-rich products, individually or collaboratively. HS.ET.CC.2.1
    2. Apply principles of copyright, use digital citation tools and use strategies to avoid plagiarism when using the work of others as well as creating personal work. HS.ET.CC.2.2
3. Students select the appropriate medium and communicate clear, complex ideas through the use of visualizations for an intended audience. HS.ET.CC.3
    1. Arrange data (e.g., images, diagrams, maps, graphs, infographics, videos, animations) from a variety of digital learning tools and resources to disseminate information to multiple audiences. HS.ET.CC.3.1
    2. Critique a variety of communication tools to effectively and efficiently communicate with a targeted audience and purpose. HS.ET.CC.3.2
    3. Implement and evaluate a communication plan to disseminate information to multiple audiences. HS.ET.CC.3.3

Global Collaborator

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

1. Students will use collaborative digital tools to connect with people of different backgrounds, cultures, and points of view to examine local, national, and global issues. HS.ET.GC.1
    1. Connect and participate in online discussions about topics that encourage multiple perspectives on an issue with students and classrooms around the world. HS ET.GC.1.1
    2. Debate the advantages and disadvantages of technology in the workplace and global society in relation to its widespread use, accessibility, and humanities reliance on technology. HS ET.GC.1.2
2. In a collaborative team, students will perform a variety of roles to complete a project or solve a problem using digital tools. HS.ET.GC.2
    1. Use project management tools to organize individual and group tasks and reflect on participation and goal completion. HS ET.GC.2.1
    2. Collaborate with peers using technology to compile, synthesize, produce, and disseminate creative works. HS ET.GC.2.2

Knowledge Constructor

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.

1. Students employ appropriate research techniques to effectively locate credible resources to help them in the learning process. HS.ET.KC.1
    1. Gather and assess relevant information from a variety of digital resources. HS.ET.KC.1.1
    2. Design a problem-based research project using technology to find and report information with properly cited sources. HS.ET.KC.1.2
2. Students learn how to evaluate sources for currency, authority, accuracy, perspective and relevance. HS.ET.KC.2
    1. Evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic resources. HS.ET.KC.2.1
    2. Analyze information based on factors such as date of publication, author, and perspective. HS.ET.KC.2.2
3. Students use a variety of strategies and digital tools to organize information and make meaningful connections. HS.ET.KC.3
    1. Compile an organized set of resources using appropriate digital tools. HS.ET.KC.3.1
    2. Use advanced search and filtering techniques to locate and compare sets of information using digital tools. HS.ET.KC.3.2
4. Students use digital tools to explore real world problems and issues and pursue potential solutions. HS.ET.KC.4
    1. Select and apply technology tools for research, information analysis, problem solving, and decision making in content learning. HS.CT.KC.4.1
    2. Investigate and apply simulations with real-world situations. HS.ET.KC.4.2