

Design Technology AY 24-25					
STRAND	STANDARDS/SKILLS (International Society for Technology in Education – ISTE)	1st	2nd	3rd	4th
Empowered Learner	EL1. Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.	EL1.1.1 consider and set personal learning goals and utilize appropriate technologies that will demonstrate knowledge and reflection of the process.	EL1.5.1 develop learning goals in collaboration with an educator, select the technology tools to achieve them, and reflect on and revise the learning process as needed to achieve goals.	EL1.5.3 seek feedback from both people and features embedded in digital tools, and use age-appropriate technology to share learning.	EL1.5.3 seek feedback from both people and features embedded in digital tools, and use age-appropriate technology to share learning.
		EL1.1.4 explore a variety of technologies that will help them in their learning and begin to demonstrate an understanding of how knowledge can be transferred between tools.	EL1.5.3 seek feedback from both people and features embedded in digital tools, and use age-appropriate technology to share learning.	EL1.5.4 explore age-appropriate technologies and begin to transfer their learning to different tools or learning environments.	EL1.5.4 explore age-appropriate technologies and begin to transfer their learning to different tools or learning environments.

Digital Citizen	DC1. 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.	DC1.1.1 practice responsible use of technology through teacher-guided online activities and interactions to understand how the digital space impacts their life (independently).	DC1.5.1 demonstrate an understanding of the role an online identity plays in the digital world and learn the permanence of their decisions when interacting online.	DC1.5.2 practice and encourage others in safe, legal and ethical behavior when using technology and interacting online, with guidance from an educator.	DC1.5.3 learn about, demonstrate and encourage respect for intellectual property with both print and digital media when using and sharing the work of others.
Knowledge Constructor	KC1. 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.	DC1.1.2 understand how to be careful when using devices and how to be safe online, follow safety rules when using the internet and collaborate with others.	DC1.5.2 practice and encourage others in safe, legal and ethical behavior when using technology and interacting online, with guidance from an educator.	DC1.5.4 demonstrate an understanding of what personal data is, how to keep it private and how it might be shared online.	DC1.5.4 demonstrate an understanding of what personal data is, how to keep it private and how it might be shared online.
		KC1.1.1 use digital tools and resources, contained within a classroom platform or otherwise provided by the teacher, to find information on topics of interest.	KC1.5.1 collaborate with a teacher to employ appropriate research techniques to locate digital resources that will help them in their learning process.	KC1.5.1 collaborate with a teacher to employ appropriate research techniques to locate digital resources that will help them in their learning process.	KC1.5.1 collaborate with a teacher to employ appropriate research techniques to locate digital resources that will help them in their learning process.

		KC1.1.3 explore a variety of teacher-selected tools to organize information and make connections to their learning.	KC1.5.4 explore real-world problems and issues and collaborate with others to find answers or solutions.	KC1.5.4 explore real-world problems and issues and collaborate with others to find answers or solutions.	KC1.5.4 explore real-world problems and issues and collaborate with others to find answers or solutions.
Innovator Designer	IL1. Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.	ID1.1.1 ask questions, suggest solutions, test ideas to solve problems and share their learning.	ID1.5.1 explore and practice how a design process works to generate ideas, consider solutions, plan to solve a problem or create innovative products that are shared with others.	ID1.5.1 explore and practice how a design process works to generate ideas, consider solutions, plan to solve a problem or create innovative products that are shared with others.	ID1.5.3 engage in a cyclical design process to develop prototypes and reflect on the role that trial and error plays.
		ID1.1.2 use age-appropriate digital and non-digital tools to design something and are aware of the step-by-step process of designing. (independent)	ID1.5.2 use digital and non-digital tools to plan and manage a design process.	ID1.5.3 engage in a cyclical design process to develop prototypes and reflect on the role that trial and error plays.	ID1.5.2 use digital and non-digital tools to plan and manage a design process.
Computational Thinker	CT1. Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solution.	CT1.1.1 identify a problem and select appropriate technology tools to	CT1.5.1 explore or solve problems by selecting technology for	CT1.5.1 explore or solve problems by selecting technology for	CT1.5.2 select effective technology to represent data.

		explore and find solutions.	data analysis, modeling and algorithmic thinking, with guidance from an educator.	data analysis, modeling and algorithmic thinking, with guidance from an educator.	
		CT1.1.2 analyze age-appropriate data and look for similarities in order to identify patterns and categories.	CT1.5.2 select effective technology to represent data.	CT1.5.2 select effective technology to represent data.	CT1.5.1 explore or solve problems by selecting technology for data analysis, modeling and algorithmic thinking, with guidance from an educator.
Global Communicator and Collaborator	<p>GC1. Students communicate clearly and express themselves creatively for a variety and purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.</p> <p>GC2. Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.</p>	GC1.1.1 choose different tools for creating something new or for communication with others.	GC1.5.1 recognize and utilize the features and functions of a variety of creation or communication tools.	GC1.5.1 recognize and utilize the features and functions of a variety of creation or communication tools.	GC2.5.4 work with others using collaborative technologies to explore local and global issues.
		GC1.1.2 use digital tools to create original works.	GC1.5.2 create original works and learn strategies for remixing or repurposing to create new artifacts.	GC1.5.2 create original works and learn strategies for remixing or repurposing to create new artifacts.	GC1.5.4 learn about audience and consider their expected audience when creating digital artifacts and presentations.

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