

# Idaho Information and Communication Technology Standards

## **1. Creativity and Innovation**

*Students demonstrate creative thinking, construct knowledge, and use information and communication technologies to develop innovative products and processes that may apply to real world-contexts.*

- a. apply existing knowledge to generate new ideas, products, or processes
- b. create original works as a means of personal or group expression using multiple resources and formats
- c. use models and simulations to explore complex systems and issues
- d. identify trends and forecast possibilities

## **2. Communication and Collaboration**

*Students use synchronous and asynchronous digital media and environments to communicate and work collaboratively to support individual learning and contribute to the learning of others.*

- a. inquire, interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media
- b. organize and communicate information and ideas effectively to multiple audiences using a variety of media and formats in a way that others can view, use, and assess
- c. develop cultural understanding and global awareness by engaging with learners of other cultures
- d. collaborate with others to exchange ideas, develop new understandings, make decisions, solve problems, and connect learning to community issues

## **3. Research and Information Fluency**

*Students apply digital tools to gather, evaluate, and use information from a variety of sources.*

- a. formulates questions and research strategies based on information needs
- b. evaluate and select information sources and digital tools based on the appropriateness to specific tasks
- c. effectively and efficiently navigate resources to access needed information
- d. extract, classify, store, manipulate information collected or generated

## **4. Critical Thinking, Problem Solving, and Decision Making**

*Students exercise sound reasoning and use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.*

- a. Use a structured information problem solving process, such as the Big6 in order to locate, organize, analyze, evaluate, synthesize and use information from a variety of sources and media
- b. plan and manage activities to develop a solution or complete a project
- c. collect and analyze data and information to identify solutions, make informed decisions, construct new understandings, draw conclusions, and create new knowledge
- d. use multiple processes and seek diverse perspectives to explore alternative solutions

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## **5. Digital Citizenship**

*Students understand human, cultural, and societal issues related to information and communication technologies and practice legal and ethical behavior.*

- a. Advocate and practice safe, legal, and responsible use of information and technology
- b. use and cite all information and media sources in an ethical and responsible manner
- c. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity
- d. demonstrate personal responsibility and leadership for lifelong learning

## **6. Technology Operations and Concepts**

*Students demonstrate a sound understanding of technology concepts, systems, and operations.*

- a. understand and use technology systems
- b. select and use applications effectively and productively
- c. troubleshoot systems and applications
- d. transfer current knowledge to learning of new technologies

November 1, 2008