

Standards for Students (DIGITAL AGE LEARNING)

Today's students need to be able to use technology to analyze, learn, and explore. Digital age skills are vital for preparing students to work, live, and contribute to the social and civic fabric of their communities.

بِسْمِ اللَّهِ
environment
create
if

1. Creativity and Innovation – Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
 - 1a. Apply existing knowledge to generate new ideas, products, or processes
 - 1b. Create original works as a means of personal or group expression
 - 1c. Use models and simulations to explore complex systems and issues
 - 1d. Identify trends and forecast possibilities
2. Communication and Collaboration – Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.
 - 2a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media
 - 2b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats
 - 2c. Develop cultural understanding and global awareness by engaging with learners of other cultures
 - 2d. Contribute to project teams to produce original works or solve problems
3. Research and Information Fluency – Students apply digital tools to gather, evaluate, and use information.
 - 3a. Plan strategies to guide inquiry
 - 3b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media
 - 3c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks
 - 3d. Process data and report results
4. Critical Thinking, Problem Solving, and Decision Making – Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.
 - 4a. Identify and define authentic problems and significant questions for investigation
 - 4b. Plan and manage activities to develop a solution or complete a project
 - 4c. Collect and analyze data to identify solutions and/or make informed decisions
 - 4d. Use multiple processes and diverse perspectives to explore alternative solutions
5. Digital Citizenship – Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.
 - 5a. Advocate and practice safe, legal, and responsible use of information and technology
 - 5b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity

- 5c. Demonstrate personal responsibility for lifelong learning
- 5d. Exhibit leadership for digital citizenship

- 6. Technology Operations and Concepts – Students demonstrate a sound understanding of technology concepts, systems, and operations.
 - 6a. Understand and use technology systems
 - 6b. Select and use applications effectively and productively
 - 6c. Troubleshoot systems and applications
 - 6d. Transfer current knowledge to learning of new technologies

Standers for Teachers (DIGITAL AGE TEACHING)

As technology integration continues to increase in our society, it is paramount that teachers possess the skills and behaviors of digital age professionals. Moving forward, teachers must become comfortable being co-learners with their students and colleagues around the world.

- 1. Facilitate and Inspire Student Learning and Creativity – Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments.
 - 1a. Promote, support, and model creative and innovative thinking and inventiveness
 - 1b. Engage students in exploring real-world issues and solving authentic problems using digital tools and resources
 - 1c. Promote student reflection using collaborative tools to reveal and clarify students' conceptual understanding and thinking, planning, and creative processes
 - 1d. Model collaborative knowledge construction by engaging in learning with students, colleagues, and others in face-to-face and virtual environments
- 2. Design and Develop Digital Age Learning Experiences and Assessments – Teachers design, develop, and evaluate authentic learning experiences and assessment incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes.
 - 2a. Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity
 - 2b. Develop technology-enriched learning environments that enable all students to pursue their individual curiosities and become active participants in setting their own educational goals, managing their own learning, and assessing their own progress
 - 2c. Customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources
 - 2d. Provide students with multiple and varied formative and summative assessments aligned with content and technology standards and use resulting data to inform learning and teaching
- 3. Model Digital Age Work and Learning – Teachers exhibit knowledge, skills, and work processes representative of an innovative professional in a global and digital society.
 - 3a. Demonstrate fluency in technology systems and the transfer of current knowledge to new technologies and situations

- 3b. Collaborate with students, peers, parents, and community members using digital tools and resources to support student success and innovation
- 3c. Communicate relevant information and ideas effectively to students, parents, and peers using a variety of digital age media and formats
- 3d. Model and facilitate effective use of current and emerging digital tools to locate, analyze, evaluate, and use information resources to support research and learning

4. Promote and Model Digital Citizenship and Responsibility – Teachers understand local and global societal issues and responsibilities in an evolving digital culture and exhibit legal and ethical behavior in their professional practices.

4a. Advocate, model, and teach safe, legal, and ethical use of digital information and technology, including respect for copyright, intellectual property, and the appropriate documentation of sources

4b. Address the diverse needs of all learners by using learner-centered strategies providing equitable access to appropriate digital tools and resources

4c. Promote and model digital etiquette and responsible social interactions related to the use of technology and information

4d. Develop and model cultural understanding and global awareness by engaging with colleagues and students of other cultures using digital age communication and collaboration tools

5. Engage in Professional Growth and Leadership – Teachers continuously improve their professional practice, model lifelong learning, and exhibit leadership in their school and professional community by promoting and demonstrating the effective use of digital tools and resources.

5a. Participate in local and global learning communities to explore creative applications of technology to improve student learning

5b. Exhibit leadership by demonstrating a vision of technology infusion, participating in shared decision making and community building, and developing the leadership and technology skills of others

5c. Evaluate and reflect on current research and professional practice on a regular basis to make effective use of existing and emerging digital tools and resources in support of student learning

5d. Contribute to the effectiveness, vitality, and self-renewal of the teaching profession and of their school and community