

The National Education Technology Standards Project

“ISTE’s National Educational Technology Standards NETS have served as a roadmap for improved teaching and learning by educators throughout the United States. **The standards, used in every U.S. state and many countries, are credited with significantly influencing expectations for students and creating a target of excellence relating to technology.**

In 2006, ISTE began work on **the next generation of NETS for Students**, which focuses more on skills and expertise and less on tools. Specifically, they address...”

<http://www.iste.org/AM/Template.cfm?Section=NETS>

	Direct Hit	Good Fit
1. Creativity and Innovation		
Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:		
a. apply existing knowledge to generate new ideas, products, or processes.	☺	
b. create original works as a means of personal or group expression.		☺
c. use models and simulations to explore complex systems and issues.	☺	
d. 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. Students:		
a. interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.		☺
b. communicate information and ideas effectively to multiple audiences using a variety of media and formats.		☺
c. develop cultural understanding and global awareness by engaging with learners of other cultures.	☺	
d. 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. Students:		
a. plan strategies to guide inquiry.		

b. locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.		😊
c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks.		😊
d. 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. Students:		
a. identify and define authentic problems and significant questions for investigation.		
b. plan and manage activities to develop a solution or complete a project.		
c. collect and analyze data to identify solutions and/or make informed decisions.		😊
d. 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. Students:		
a. advocate and practice safe, legal, and responsible use of information and technology.	😊	
b. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	😊	
c. demonstrate personal responsibility for lifelong learning.		😊
d. exhibit leadership for digital citizenship.	😊	
6. Technology Operations and Concepts		
Students demonstrate a sound understanding of technology concepts, systems, and operations. Students:		
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.		😊