National Educational Technology Standards (NET – S) Profiles for Technology (ICT) Literate Students Grades PK-2 (Ages 4-8)

The following experiences with technology and digital resources are examples of learning activities in which students might engage during PK-Grade 2 (Ages 4-8):

Profile	Y	N	Comments/Revisions
1. Illustrate and communicate original ideas and stories using digital tools and media-rich resources (1,2)	X		Change the cluster from PK-Grade 2 to K-3rd grade
2. Identify, research, and collect data on an environmental issue using digital resources and propose a developmentally appropriate solution. (1,3,4)	X		
3. Engage in learning activities with learners from multiple cultures through e-mail and other electronic means. (2,6)	X		
4. In a collaborative work group, use a variety of technologies to produce a digital presentation or product in a curriculum area. (1,2,6)	X		
5. Find and evaluate information related to a current historical person or event using digital resources. (3)	X		
6. Use simulations and graphical organizers to explore and depict patterns of growth such as the life cycles of plants and animals. (1,3,4)	X		
7. Demonstrate the safe and cooperative use of technology. (5)	X		
8. Independently apply digital tools and resources to address a variety of tasks and problems. (4,6)	X		
9. Communicate about technology using developmental appropriate and accurate technology. (6)	X		
10. Demonstrate the ability to navigate in virtual environments such as electronic books,	X		

Profile	Y	N	Comments/Revisions
simulation software and web sites. (6)			

(Numbers in parentheses identify the NET – S standard)

1. Creativity and Innovation.
2. Communications and Collaboration.
3. Research and Information Fluency.
4. Critical Thinking, Problem Solving, and Decision Making.
5. Digital Citizenship.
6. Technology Operations and Concepts.

National Educational Technology Standards (NET – S) Profiles for Technology (ICT) Literate Students Grades 3-5 (Ages 8-11)

The following experiences with technology and digital resources are examples of learning activities in which students might engage during Grades 3-5 (Ages 8-11):

Profile	Y	N	Comments/Revisions
1. Produce a media-rich digital story about a significant local event based on first-person interviews. (1,2,3,4)	X		Change cluster to 4-6 graders
2. Use digital-imaging technology to modify or create works of art for use in a digital presentation. (1,2,6)	X		
3. Recognize bias in digital resources while researching an environmental issue with guidance from the teacher. (3,4)	X		
4. Select and apply digital tools to collect, organize, and analyze data to evaluate theories or test hypotheses. (3,4,6)	X		
5. Identify and investigate a global issue and generate possible solutions using digital tools and resources. (3,4)	X		
6. Conduct science experiments using digital instruments and measurement devices. (4,6)	X		
7. Conceptualize, guide, and manage individual or group learning projects using digital planning tools with teacher support. (4,6)	X		
8. Practice injury prevention by applying a variety of ergonomic strategies when using technology. (5)	x		Simplify the word "ergonomic" for easier understanding.
9. Debate the effect of existing and emerging technologies on individuals, society, and the global community. (5,6)	x		
10. Apply previous knowledge of digital technology operations to analyze and solve current hardware and software	X		

Profile	Y	N	Comments/Revisions
problems. (4,6)			

 (Numbers in parentheses identify the NET – S standard)

7. Creativity and Innovation.
8. Communications and Collaboration.
9. Research and Information Fluency.
10. Critical Thinking, Problem Solving, and Decision Making.
11. Digital Citizenship.
12. Technology Operations and Concepts.

National Educational Technology Standards (NET – S) Profiles for Technology (ICT) Literate Students Grades 6-8 (Ages 11-14)

The following experiences with technology and digital resources are examples of learning activities in which students might engage during Grades 6-8 (Ages 11-14):

Profile	Y	N	Comments/Revisions
1. Describe and illustrate a content-related concept or process using a model, simulation, or concept-mapping software. (1,2)	X		Change cluster to 7th -8th grade
2. Create original animations or video documenting school, community, or local events. (1,2,6)	X		
3. Gather data, examine patterns, and apply information for decision-making using digital tools and resources. (1,4)	X		
4. Participate in a cooperative learning project in an online learning community. (2)	X		
5. Evaluate digital resources to determine the credibility of the author and publisher and the timeliness and accuracy of the content. (3)	X		
6. Employ data-collection technology such as probes, handheld devices, and geographic mapping systems to gather view, analyze, and report results for content-related problems. (3,4,6)	X		
7. Select and use the appropriate tools and digital resources to accomplish a variety of tasks and to solve problems. (3,4,6)	X		
8. Use collaborative electronic authoring tools to explore common curriculum content from multicultural perspectives with other learning. (2,3,4,5)	x		
9. Integrate a variety of file types to create and illustrate a document or presentation. (1,6)	X		
10. Independently develop and apply	X		

Profile	Y	N	Comments/Revisions
strategies for identifying and solving routine hardware and software problems. (4,6)			

 (Numbers in parentheses identify the NET – S standard)
1. Creativity and Innovation.
2. Communications and Collaboration.
3. Research and Information Fluency.
4. Critical Thinking, Problem Solving, and Decision Making.
5. Digital Citizenship.
6. Technology Operations and Concepts.

National Educational Technology Standards (NET – S) Profiles for Technology (ICT) Literate Students Grades 9-12 (Ages 14-18)

The following experiences with technology and digital resources are examples of learning activities in which students might engage during Grades 9-12 (Ages 14-18):

Profile	Y	N	Comments/Revisions
1. Design, develop, and test a digital learning game to demonstrate knowledge and skills related to curriculum content. (1,4)	X		This should be an expectation of 12 grade students.
2. Create and publish an online art gallery with examples and commentary that demonstrate an understanding of different historical periods, cultures, and countries. (1,2)	X		Target grade is 12th
3. Select digital tools or resources to use for a real-world task and justify the selection based on their efficiency and effectiveness. (3,6)	X		
4. Employ curriculum-specific simulations to practice critical-thinking processes. (1,4)	X		
5. Identify a complex global issue; develop a systemic plan of investigation, and present innovative sustainable solutions. (1,2,3,4)	X		
6. Analyze the capabilities and limitations of current and emerging technology resources and access their potential to address personal, social, lifelong learning, and career needs. (4,5,6)	X		
7. Design a Web site that meets accessibility requirements. (1,5)	X		
8. Model legal and ethical behaviors when using information and technology by properly selecting, acquiring and citing resources. (3,5)	X		
9. Create media-rich presentations for other students on the appropriate and ethical use of	X		

Profile	Y	N	Comments/Revisions
digital tools and resources. (1,5)			
10. Configure and troubleshoot hardware, software, and network systems to optimize their use for learning and productivity. (4,6)	X		

(Numbers in parentheses identify the NET – S standard)
1. Creativity and Innovation.
2. Communications and Collaboration.
3. Research and Information Fluency.
4. Critical Thinking, Problem Solving, and Decision Making.
5. Digital Citizenship.
6. Technology Operations and Concepts.

National Educational Technology Standards (NET – S) Profiles for Technology (ICT) Literate Students Grades PK-2 (Ages 4-8)

The following experiences with technology and digital resources are examples of learning activities in which students might engage during PK-Grade 2 (Ages 4-8):

Profile	Y	N	Comments/Revisions
11. Illustrate and communicate original ideas and stories using digital tools and media-rich resources (1,2)	x		1. specify what type of digital tools are to be used 2. identify media-rich resources to be used
12. Identify, research, and collect data on an environmental issue using digital resources and propose a developmentally appropriate solution. (1,3,4)	x		1. relevant environmental issues or age group 2. propose realistic solutions
13. Engage in learning activities with learners from multiple cultures through e-mail and other electronic means. (2,6)	X		
14. In a collaborative work group, use a variety of technologies to produce a digital presentation or product in a curriculum area. (1,2,6)	X		1. teacher guided presentations
15. Find and evaluate information related to a current historical person or event using digital resources. (3)	X		
16. Use simulations and graphical organizers to explore and depict patterns of growth such as the life cycles of plants and animals. (1,3,4)	X		
17. Demonstrate the safe and cooperative use of technology. (5)	x		1. teachers ensure students understand safe/correct use of technology
18. Independently apply digital tools and resources to address a variety of tasks and problems. (4,6)		x	1. for later grades and high schools
19. Communicate about technology using developmental appropriate and accurate technology. (6)		x	1. later grades and college
20. Demonstrate the ability to	x		1. teacher's guidance

Profile	Y	N	Comments/Revisions
navigate in virtual environments such as electronic books, simulation software and web sites. (6)			2. electronic books and games

(Numbers in parentheses identify the NET – S standard)
13. Creativity and Innovation.
14. Communications and Collaboration.
15. Research and Information Fluency.
16. Critical Thinking, Problem Solving, and Decision Making.
17. Digital Citizenship.
18. Technology Operations and Concepts.

National Educational Technology Standards (NET – S) Profiles for Technology (ICT) Literate Students Grades 3-5 (Ages 8-11)

The following experiences with technology and digital resources are examples of learning activities in which students might engage during Grades 3-5 (Ages 8-11):

Profile	Y	N	Comments/Revisions
11. Produce a media-rich digital story about a significant local event based on first-person interviews. (1,2,3,4)	X		
12. Use digital-imaging technology to modify or create works of art for use in a digital presentation. (1,2,6)	X		1. coaching from teachers
13. Recognize bias in digital resources while researching an environmental issue with guidance from the teacher. (3,4)	X		
14. Select and apply digital tools to collect, organize, and analyze data to evaluate theories or test hypotheses. (3,4,6)	x		
15. Identify and investigate a global issue and generate possible solutions using digital tools and resources. (3,4)	X		
16. Conduct science experiments using digital instruments and measurement devices. (4,6)	X		
17. Conceptualize, guide, and manage individual or group learning projects using digital planning tools with teacher support. (4,6)	X		
18. Practice injury prevention by applying a variety of ergonomic strategies when using technology. (5)	X		1. demonstrate proper ergonomic strategies
19. Debate the affect of existing and emerging technologies on individuals, society, and the global community. (5,6)	x		1. teacher led discussion
20. Apply previous knowledge of digital technology operations to analyze and solve current hardware and software		x	1. later level

Profile	Y	N	Comments/Revisions
problems. (4,6)			

(Numbers in parentheses identify the NET – S standard)

19. Creativity and Innovation.
20. Communications and Collaboration.
21. Research and Information Fluency.
22. Critical Thinking, Problem Solving, and Decision Making.
23. Digital Citizenship.
24. Technology Operations and Concepts.

National Educational Technology Standards (NET – S) Profiles for Technology (ICT) Literate Students Grades 6-8 (Ages 11-14)

The following experiences with technology and digital resources are examples of learning activities in which students might engage during Grades 6-8 (Ages 11-14):

Profile	Y	N	Comments/Revisions
11. Describe and illustrate a content-related concept or process using a model, simulation, or concept-mapping software. (1,2)	X		
12. Create original animations or video documenting school, community, or local events. (1,2,6)	X		
13. Gather data, examine patterns, and apply information for decision-making using digital tools and resources. (1,4)	X		
14. Participate in a cooperative learning project in an online leering community. (2)	X		1. check " leering community"
15. Evaluate digital resources to determine the credibility of the author and publisher and the timeliness and accuracy of the content. (3)	x		1. introduction to evaluating digital resources, to begin making analysis and decision making 2. teacher training in technology
16. Employ data-collection technology such as probes, handheld devices, and geographic mapping systems to gather view, analyze, and report results for content-related problems. (3,4,6)	x		
17. Select and use the appropriate tools and digital resources to accomplish a variety of tasks and to solve problems. (3,4,6)	x		
18. Use collaborative electronic authoring tools to explore common curriculum content from multicultural perspectives with other learning. (2,3,4,5)	X		1. clarify "electronic authoring tools" and "other learning"
19. Integrate a variety of file types to create and illustrate a document	X		

Profile	Y	N	Comments/Revisions
or presentation. (1,6)			
20. Independently develop and apply strategies for identifying and solving routine hardware and software problems. (4,6)	x		

(Numbers in parentheses identify the NET – S standard)
7. Creativity and Innovation.
8. Communications and Collaboration.
9. Research and Information Fluency.
10. Critical Thinking, Problem Solving, and Decision Making.
11. Digital Citizenship.
12. Technology Operations and Concepts.

National Educational Technology Standards (NET – S) Profiles for Technology (ICT) Literate Students Grades 9-12 (Ages 14-18)

The following experiences with technology and digital resources are examples of learning activities in which students might engage during Grades 9-12 (Ages 14-18):

Profile	Y	N	Comments/Revisions
11. Design, develop, and test a digital learning game to demonstrate knowledge and skills related to curriculum content. (1,4)	X		
12. Create and publish an online art gallery with examples and commentary that demonstrate an understanding of different historical periods, cultures, and countries. (1,2)	x		1. teacher guidance
13. Select digital tools or resources to use for a real-world task and justify the selection based on their efficiency and effectiveness. (3,6)	X		
14. Employ curriculum-specific simulations to practice critical-thinking processes. (1,4)	X		
15. Identify a complex global issue; develop a systemic plan of investigation, and present innovative sustainable solutions. (1,2,3,4)	X		
16. Analyze the capabilities and limitations of current and emerging technology resources and access their potential to address personal, social, lifelong learning, and career needs. (4,5,6)	X		
17. Design a Web site that meets accessibility requirements. (1,5)	x		1. Provide relevant trainings for teachers.
18. Model legal and ethical behaviors when using information and technology by properly selecting, acquiring and citing resources. (3,5)	x		1. relevant training for teachers 2. develop policies and forms on legal and ethical use of technology
19. Create media-rich presentations for other students on the	X		1. relevant teacher training

Profile	Y	N	Comments/Revisions
appropriate and ethical use of digital tools and resources. (1,5)			
20. Configure and troubleshoot hardware, software, and network systems to optimize their use for learning and productivity. (4,6)	x		1. relevant teacher training

(Numbers in parentheses identify the NET – S standard)
7. Creativity and Innovation.
8. Communications and Collaboration.
9. Research and Information Fluency.
10. Critical Thinking, Problem Solving, and Decision Making.
11. Digital Citizenship.
12. Technology Operations and Concepts.

National Educational Technology Standards (NET – S) Profiles for Technology (ICT) Literate Students Grades PK-2 (Ages 4-8)

The following experiences with technology and digital resources are examples of learning activities in which students might engage during PK-Grade 2 (Ages 4-8):

Profile	Y	N	Comments/Revisions
21. Illustrate and communicate original ideas and stories using digital tools and media-rich resources (1,2)	✓		• Train teacher on digital tools and FSM IT Standards. • Purchase digital tools and resource.
22. Identify, research, and collect data on an environmental issue using digital resources and propose a developmentally appropriate solution. (1,3,4)	✓		• Set standardized facility/labs
23. Engage in learning activities with learners from multiple cultures through e-mail and other electronic means. (2,6)	✓		• Secure funding sources • Provide Internet accesses to schools. • Set up Internet accounts for schools. (Continuous) • More training
24. In a collaborative work group, use a variety of technologies to produce a digital presentation or product in a curriculum area. (1,2,6)	✓		• Additional workshop related to course syllabus and lesson plans and other instructional resources in classrooms.
25. Find and evaluate information related to a current historical person or event using digital resources. (3)	✓		
26. Use simulations and graphical organizers to explore and depict patterns of growth such as the life cycles of plants and animals. (1,3,4)	✓		• Provide or purchase simulation tools and softwares.
27. Demonstrate the safe and cooperative use of technology. (5)	✓		• Training on uses of technology.
28. Independently apply digital tools and resources to address a variety of tasks and problems. (4,6)	✓		
29. Communicate about technology using developmental appropriate and accurate technology. (6)	✓		
30. Demonstrate the ability to	✓		

Profile	Y	N	Comments/Revisions
navigate in virtual environments such as electronic books, simulation software and web sites. (6)			

(Numbers in parentheses identify the NET – S standard)

25. Creativity and Innovation.
26. Communications and Collaboration.
27. Research and Information Fluency.
28. Critical Thinking, Problem Solving, and Decision Making.
29. Digital Citizenship.
30. Technology Operations and Concepts.

National Educational Technology Standards (NET – S) Profiles for Technology (ICT) Literate Students Grades 3-5 (Ages 8-11)

The following experiences with technology and digital resources are examples of learning activities in which students might engage during Grades 3-5 (Ages 8-11):

Profile	Y	N	Comments/Revisions
21. Produce a media-rich digital story about a significant local event based on first-person interviews. (1,2,3,4)	✓		
22. Use digital-imaging technology to modify or create works of art for use in a digital presentation. (1,2,6)	✓		
23. Recognize bias in digital resources while researching an environmental issue with guidance from the teacher. (3,4)	✓		
24. Select and apply digital tools to collect, organize, and analyze data to evaluate theories or test hypotheses. (3,4,6)	✓		
25. Identify and investigate a global issue and generate possible solutions using digital tools and resources. (3,4)	✓		
26. Conduct science experiments using digital instruments and measurement devices. (4,6)	✓		
27. Conceptualize, guide, and manage individual or group learning projects using digital planning tools with teacher support. (4,6)	✓		
28. Practice injury prevention by applying a variety of ergonomic strategies when using technology. (5)	✓		
29. Debate the affect of existing and emerging technologies on individuals, society, and the global community. (5,6)	✓		
30. Apply previous knowledge of digital technology operations to analyze and solve current hardware and software	✓		

Profile	Y	N	Comments/Revisions
problems. (4,6)			

(Numbers in parentheses identify the NET – S standard)

31. Creativity and Innovation.
32. Communications and Collaboration.
33. Research and Information Fluency.
34. Critical Thinking, Problem Solving, and Decision Making.
35. Digital Citizenship.
36. Technology Operations and Concepts.

National Educational Technology Standards (NET – S) Profiles for Technology (ICT) Literate Students Grades 6-8 (Ages 11-14)

The following experiences with technology and digital resources are examples of learning activities in which students might engage during Grades 6-8 (Ages 11-14):

Profile	Y	N	Comments/Revisions
21. Describe and illustrate a content-related concept or process using a model, simulation, or concept-mapping software. (1,2)	✓		
22. Create original animations or video documenting school, community, or local events. (1,2,6)	✓		
23. Gather data, examine patterns, and apply information for decision-making using digital tools and resources. (1,4)	✓		
24. Participate in a cooperative learning project in an online leering community. (2)	✓		
25. Evaluate digital resources to determine the credibility of the author and publisher and the timeliness and accuracy of the content. (3)	✓		
26. Employ data-collection technology such as probes, handheld devices, and geographic mapping systems to gather view, analyze, and report results for content-related problems. (3,4,6)	✓		
27. Select and use the appropriate tools and digital resources to accomplish a variety of tasks and to solve problems. (3,4,6)	✓		
28. Use collaborative electronic authoring tools to explore common curriculum content from multicultural perspectives with other learning. (2,3,4,5)	✓		
29. Integrate a variety of file types to create and illustrate a document or presentation. (1,6)	✓		
30. Independently develop and apply	✓		

Profile	Y	N	Comments/Revisions
strategies for identifying and solving routine hardware and software problems. (4,6)			

(Numbers in parentheses identify the NET – S standard)
13. Creativity and Innovation.
14. Communications and Collaboration.
15. Research and Information Fluency.
16. Critical Thinking, Problem Solving, and Decision Making.
17. Digital Citizenship.
18. Technology Operations and Concepts.

National Educational Technology Standards (NET – S) Profiles for Technology (ICT) Literate Students Grades 9-12 (Ages 14-18)

The following experiences with technology and digital resources are examples of learning activities in which students might engage during Grades 9-12 (Ages 14-18):

Profile	Y	N	Comments/Revisions
21. Design, develop, and test a digital learning game to demonstrate knowledge and skills related to curriculum content. (1,4)	✓		
22. Create and publish an online art gallery with examples and commentary that demonstrate an understanding of different historical periods, cultures, and countries. (1,2)	✓		
23. Select digital tools or resources to use for a real-world task and justify the selection based on their efficiency and effectiveness. (3,6)	✓		
24. Employ curriculum-specific simulations to practice critical-thinking processes. (1,4)	✓		
25. Identify a complex global issue; develop a systemic plan of investigation, and present innovative sustainable solutions. (1,2,3,4)	✓		
26. Analyze the capabilities and limitations of current and emerging technology resources and access their potential to address personal, social, lifelong learning, and career needs. (4,5,6)	✓		
27. Design a Web site that meets accessibility requirements. (1,5)	✓		
28. Model legal and ethical behaviors when using information and technology by properly selecting, acquiring and citing resources. (3,5)	✓		
29. Create media-rich presentations for other students on the appropriate and ethical use of	✓		

Profile	Y	N	Comments/Revisions
digital tools and resources. (1,5)			
30. Configure and troubleshoot hardware, software, and network systems to optimize their use for learning and productivity. (4,6)	✓		

(Numbers in parentheses identify the NET – S standard)
13. Creativity and Innovation.
14. Communications and Collaboration.
15. Research and Information Fluency.
16. Critical Thinking, Problem Solving, and Decision Making.
17. Digital Citizenship.
18. Technology Operations and Concepts.

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