		PK						K						G1				G2			G3		G4		G5	G6
Standard #	ISTE National Education Technology Standards	Free Explore	Counting	Letters	Make 10	Race	Letters	Measurings	Addition	Subtraction	Challenge	Traffic Jam	Line Dance	Motors	Gears	Pulleys	Dancing Birds	Spinning Top	Drumming Monkey	Ride Challenge	Amazing Adventure Story	Vehicle Challenge	Soccer	Burglar Alarm Challenge	NXT Introduction	Dragster Challenge
1. Creativity and Innovation																										
Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.																										
a.	Apply existing knowledge to generate new ideas, products, or processes	o	o	o	o	x	o	o	o	o	x	x	x	x	x	x	o	o	o	x	x	x	o	x	x	x
b.	Create original works as a means of personal or group expression										x	x	x	x	x	x				x		x		x		x
c.	Use models and simulations to explore complex systems and issues	o	o	o	o	o	o	o	o	o	x	o	o	o	o	o	o	o	o	x	o	o	o	x	o	x
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.																										
a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats																				x					
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	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
3. Research and Information Fluency																										
Students apply digital tools to gather, evaluate, and use information.																										
a.	Plan strategies to guide inquiry	o	o	o	o	o	o	o	o	o	x	x	x	o	o	o	o	o	o	x	x	x	o	o	x	x
b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media										o	o								o		o		o		o
c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks										o									o		o		o		o
d	Process data and report results	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	x	o
4. Critical Thinking, Problem Solving, and Decision Making																										
informed decisions using appropriate digital tools and resources.																										
a.	Identify and define authentic problems and significant questions for investigation										x	x								x	x	x		x		x
b.	Plan and manage activities to develop a solution or complete a project	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
c.	Collect and analyze data to identify solutions and/or make informed decisions	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
d	Use multiple processes and diverse perspectives to explore alternative solutions	o	o	o	o	o	o	o	o	o	x	x	x	o	o	o	o	o	o	x	x	x	o	x	x	x
5. Digital Citizenship																										
Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.																										
a.	Advocate and practice safe, legal, and responsible use of information and technology	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o

b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
c.	Demonstrate personal responsibility for lifelong learning	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
d	Exhibit leadership for digital citizenship	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
6. Technology Operations and Concepts																										
Students demonstrate a sound understanding of technology concepts, systems, and operations.																										
a.	Understand and use technology systems	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
b.	Select and use applications effectively and productively	o	o	o	o	o	o	o	o	o	o	o	o	x	x	x	x	x	x	x	x	x	x	x	x	x
c.	Troubleshoot systems and applications	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
d	Transfer current knowledge to learning of new technologies	o	o	o	o	o	o	o	o	o	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x

X = addresses standard
o = partially addresses standard