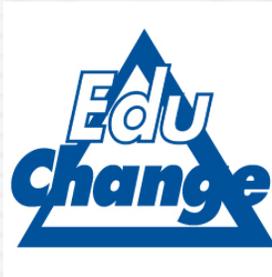




Connected learning. Connected world.™



Standards for Students

The Sustainable OER Model designed by EduChange align with ISTE Standards for Students. **EVERY SINGLE INTEGRATED SCIENCE STRAND** aligns with the specific standards cited in this document.

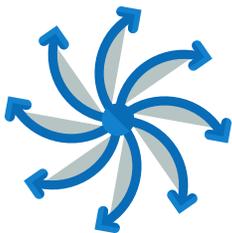
Find all standards here:

<https://iste.org/standards/for-students>

1

Empowered Learner

a.- d. (abbreviated) Students set goals, leverage technologies, build networks, seek feedback, and customize their learning environments to support the learning process; understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies; transfer their knowledge to explore emerging technologies.



Digital Citizen

a.- d. (abbreviated) Students cultivate and manage their digital identity; engage in positive, safe, legal and ethical behavior when using technology; demonstrate an understanding of and respect for intellectual property; manage their personal data to maintain digital privacy and security.

2

3

Knowledge Constructor

a.- d. (abbreviated) Students employ effective research strategies; evaluate the accuracy, perspective, credibility and relevance of various media resources; curate information to demonstrate meaningful connections or conclusions; build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.



Innovative Designer

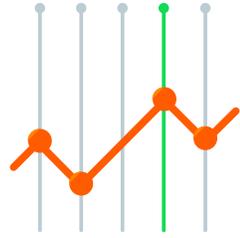
a., c. & d. (abbreviated) Students use a deliberate design process for generating ideas, testing theories & solving authentic problems; develop, test and refine prototypes; exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.

4

5

Computational Thinker

a. - d. (abbreviated) Students formulate problem definitions for data analysis, abstract models and algorithmic thinking; collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways; break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving; use algorithmic thinking to develop a sequence of steps to create and test automated solutions.



Creative Communicator

a. - d. (abbreviated) Students choose appropriate platforms and tools for meeting the desired objectives of their creation or communication; create original works or responsibly repurpose or remix digital resources into new creations; communicate complex ideas clearly and effectively by creating visualizations, models or simulations; publish or present content that customizes the message and medium for their intended audiences.

6

7

Global Collaborator

b. - d. (abbreviated) Students use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints; contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal; explore local and global issues and use collaborative technologies to work with others to investigate solutions.



Education Leaders Meet Standards, Too!

Find all leadership standards here:
<https://iste.org/standards/for-education-leaders>

Equity and Citizenship Advocate: Leaders use technology to increase equity, inclusion, and digital citizenship practices.

Visionary Planner: Leaders engage others in establishing a vision, strategic plan and ongoing evaluation cycle for transforming learning with technology.

Empowering Leader: Leaders create a culture where teachers and learners are empowered to use technology in innovative ways to enrich teaching and learning.

Systems Designer: Leaders build teams and systems to implement, sustain and continually improve the use of technology to support learning.