

Understand	Know	Do (K-2) These need to be I Can statements.	Do (3-6)	Do (7-8)	Do (9-12)	Iowa Core Standards	AASL Standards	ISTE	
The global community is shaped by the creation and sharing of knowledge and information.	Some tools are more appropriate than others for different types of communications.	I can use recommended communication platforms.	I can use recommended communication platforms.	I can select appropriate communication platform for audience and message (text, email, etc.).	I can select appropriate communication platform for audience and message (text, email, etc.).	21.9–12.TL.1	V.C.2	6a	
	There are a variety of ways to communicate via print and digital forms.	I can create visuals and text using print and digital tools.	I can create visuals and text using print and digital tools.	I can choose a tool to present information.	I can select and use digital tools to plan and manage a design process that considers design and constraints and calculated risks.	W.11–12.6	IV.B.1	4b	
	People contribute to the knowledge of the global community by engaging in inquiry, innovation, and creative tasks.	I can participate in a "global event" like Global Readaloud, Global Goals, mystery Skype, Author Visit, etc.	I can participate in a "global event" like Global Readaloud, Global Goals, mystery Skype, Author Visit, etc.	I can use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.	I can use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.	21.9–12.TL.2	II.B.1 II.C.2 II.D.1 I.C.1 III.B.1 III.B.2 III.A.2	7a	
There are rights, responsibilities, and opportunities when living, learning, and working in an interconnected digital world.	Digital citizens use methods to protect their digital safety and digital reputations.	I can learn/use a login/password combination with support.	I can create/use a login/password for school websites.	I can locate and set privacy settings on various websites and applications.	I can locate and set privacy settings on various websites and applications.	21.9–12.TL.5	VI.A.1 VI.A.2 VI.C.1 VI.D.1	2a 2b 2c 2d	
		I can recall the elements of the T.H.I.N.K strategy.	I can employ the T.H.I.N.K strategy when sharing or posting content.	I can employ the T.H.I.N.K strategy when sharing or posting content.	I can employ the T.H.I.N.K strategy when sharing or posting content.	21.9–12.TL.5	VI.A.1 VI.A.2 VI.A.3 VI.B.1 VI.B.2 VI.C.1 VI.C.2 VI.D.1 VI.D.2 VI.D.3	2a 2b 2c 2d	
		I do not share my full name online.	I can safely share personal information and images.	I can safely share personal information and images.	I can safely share personal information and images.	21.9–12.TL.5	VI.A.1 VI.A.2 VI.A.3 VI.B.1 VI.B.2 VI.C.1 VI.C.2 VI.D.1 VI.D.2 VI.D.3	2a 2b 2c 2d	
	A healthy life balances online and offline time.	I can put away technology when an adult asks, when friends want a turn or it is time to move on to a new task or activity.	I can recognize the need to and choose to put away technology for family time, social time, physical activity, and sleep.	I can recognize the need to and choose to put away technology for family time, social time, physical activity, and sleep.	I can recognize the need to and choose to put away technology for family time, social time, physical activity, and sleep.	I can recognize the need to and choose to put away technology for family time, social time, physical activity, and sleep.		VI.D.1	2b
	Digital identity impacts students' reputations, interpersonal relationships, and future opportunities.	I can maintain an appropriate digital identity.	I can maintain an appropriate digital identity.	I can maintain an appropriate digital identity that cultivates a positive personal representation.	I can maintain an appropriate digital identity that cultivates a positive personal representation.	21.9–12.TL.5	VI.A.1 VI.A.2 VI.A.3 VI.B.1 VI.B.2 VI.C.1 VI.C.2 VI.D.1 VI.D.2 VI.D.3	2a	
	Cyberbullying is wrong and needs to be reported.	I can recognize and report cyberbullying.	I can recognize and report cyberbullying, and stand up for others.	I can recognize and report cyberbullying, and stand up for others.	I can recognize and report cyberbullying, and stand up for others.	I can recognize and report cyberbullying, and stand up for others.	21.9–12.TL.5	VI.A.2 VI.D.3	2b
	Copyright applies to digital information, including reuse, fair use, and creative commons practices.		I can give appropriate attribution to digital sources, including citations.	I can give appropriate attribution to digital sources, including citations.	I can give appropriate attribution to digital sources, including citations.	I can give appropriate attribution to digital sources, including citations.	21.9–12.TL.5	VI.A.1 VI.A.2 VI.B.1 VI.B.2 VI.B.3 VI.C.1	2b 2c

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	Acceptable use policies exist for all organizations (communities, education, online entities, workplace, etc.).	I can follow acceptable use policies.	I can follow acceptable use policies.	I can follow acceptable use policies.	I can follow acceptable use policies.	21.9–12.TL.5	VI.A.1 VI.A.2 VI.A.3 VI.B.1 VI.B.2 VI.C.1 Vi.C.2 VI.D.1 VI.D.2 VI.D.3	2a 2b 2c 2d
Mindset is a catalyst for personal and academic growth and can impact student learning.	A growth mindset leads to a desire to learn.	I can use a growth mindset in a systematic process when solving problems.	I can use a growth mindset in a systematic process when solving problems.	I can use a growth mindset in a systematic process when solving problems.	I can use a growth mindset in a systematic process when solving problems.	21.6–8.ES.2	V.D.2 V.D.1	4d
	Reflection is an important part of developing academic and personal growth.	I can reflect throughout the inquiry, design, and innovative processes.	I can reflect throughout the inquiry, design, and innovative processes.	I can reflect throughout the inquiry, design, and innovative processes.	I can reflect throughout the inquiry, design, and innovative processes.	21.K–12.ES.4	I.D.4 V.D.3 V.B.1 V.B.2	1a
All individuals can be creators and problem solvers.	Knowledge gained through inquiry, problem solving, and other means can be shared and added to the body of knowledge.	I can publish, present, or share new knowledge.	I can publish, present, or share new knowledge.	I can publish or present content that customizes the message and medium for my intended audience.	I can publish or present content that customizes the message and medium for my intended audience.	21.9–12.TL.2	VI.C.2 I.C.4 I.B.3	6d
	Systematic processes can be used to effectively solve problems.	I can use a systematic process to create new solutions to a problem. (Design Thinking, PBL, etc.)	I can use a systematic process to create new solutions to a problem. (Design Thinking, PBL, etc.)	I can use a systematic process to create new solutions to a problem. (Design Thinking, PBL, etc.)	I can use a systematic process to create new solutions to a problem. (Design Thinking, PBL, etc.)	21.9–12.TL.4	V.B.1	4a
	Coding is a programming method and problem solving process for creating in the digital environment	I can complete unplugged and digital coding tasks.	I can complete unplugged and digital coding tasks.	I can complete unplugged and digital coding tasks to create something.	I can complete unplugged and digital coding tasks to create something.	21.9–12.TL.6	V.D.1	5d
	Making is a way to identify and solve problems.	I can tinker and make.	I can tinker and make.	I can tinker and make to solve problems.	I can tinker and make to solve problems.	21.K-12.TL.1	V.B.2 V.D.1	4a 4d
	New tools are constantly emerging and their uses can be learned independently through exploration and by applying previous knowledge.	I can explore new tools and applications with guidance.	I can independently explore new tools and applications.	I can independently look for and use online tools for digital creation.	I can independently look for, evaluate, and use online tools for digital creation.	21.6–8.ES.4	V.B.2	4b 1a 1d 6a
	Collaboration improves the innovation process.	I can work with others to solve a problem.	I can work with others to identify and solve a problem.	I can work as a team to identify and clarify a problem, seeking innovative ways to create a solution.	I can effectively work as part of a team to identify and clarify a problem, seeking innovative ways to create a solution.	21.6–8.ES.1 21.6–8.ES.2	V.C.3	7c