



2016 ISTE Standards for Students

The 2016 ISTE Standards for Students emphasize skills and qualities we want for students, enabling them to engage and thrive in a connected, digital world. The standards are designed for use by educators across the curriculum, with every age student, with a goal of cultivating these skills throughout a student's academic career. (<https://www.iste.org/standards/standards/for-students-2016>)

1. **Empowered Learner - Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.**
 - a. Articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.
 - b. Students build networks and customize their learning environments in ways that support the learning process.
 - c. Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.
 - d. Students understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.
2. **Digital Citizen - Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.**
 - a. Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.
 - b. Students engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.
 - c. Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.
 - d. Students manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.
3. **Knowledge Constructor - Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.**
 - a. Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.
 - b. Students evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources.
 - c. Students curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.
 - d. Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.
4. **Innovative Designer - Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.**
 - a. Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.
 - b. Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.
 - c. Students develop, test and refine prototypes as part of a cyclical design process.
 - d. Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.
5. **Computational Thinker - Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.**
 - a. Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.
 - b. Students collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making.
 - c. Students break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.
 - d. Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.
6. **Creative Communicator - Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.**
 - a. Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.
 - b. Students create original works or responsibly repurpose or remix digital resources into new creations.
 - c. Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.
 - d. Students publish or present content that customizes the message and medium for their intended audiences.
7. **Global Collaborator - Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.**
 - a. Students 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.
 - b. Students use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.
 - c. Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.
 - d. Students explore local and global issues and use collaborative technologies to work with others to investigate solutions.