

DIGITAL CITIZENSHIP CURRICULUM	GRADE 6							GRADE 7							GRADE 8								
International Society for Technology in Education Grades 6-8	Finding Balance in a Digital World	Don't Feed the Phish	Who Are You Online?	Chatting Safely Online	Digital Drama Unplugged	Finding Credible News	My Media Use: A Personal Challenge	Big, Big Data	The Power of Digital Footprints	My Social Media Life	Upstanders and Allies: Taking Action Against Cyberbullying	The Four Factors of Fair Use	Digital Media and Your Brain	Being Aware of What You Share	Social Media and Digital Footprints: Our Responsibilities	Sexting and Relationships	Responding to Hate Speech	Media and News Literacy					
<b>1. Empowered Learner</b> : Students leverage technology to take an activ Students:	e role in	choos	ing, ac	hieving	, and de	emons	trating	compe	etency ir	their	learning	g goals	s, inforn	ned by	the lea	rning s	ciences	÷.					
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>b</b> . Build networks and customize their learning environments in ways that support the learning process.													•										
c. Use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.							•						•										
d. Understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies, and transfer their knowledge to explore emerging technologies.				•			•		•			•	•		•			•					
<b>2. Digital Citizen</b> : Students recognize the rights, responsibilities, and c safe, legal, and ethical. Students:	opportu	nities (	of living	, learni	ng, and	l worki	ng in an	inter	connect	ed dig	ital worl	d, and	they a	ct and i	model i	n ways	that ar	'e					
a. Cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•					
b. Engage in positive, safe, legal, and ethical behavior when using technology, including social interactions online or when using networked devices.	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•					
c. Demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.							•					•											
d. Manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.		•	•	•				•	•	•	•			•		•	•						



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<b>3. Knowledge Constructor</b> : Students critically curate a variety of resort for themselves and others. Students:	urces us	ing dig	gital too	ls to co	onstruc	t knov	vledge, <sub> </sub>	produc	ce creati	ive arti	ifacts, a	nd ma	ke mea	ningful	learnir	ig expe	riences	,					
a. Plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.						•												•					
<b>b</b> . Evaluate the accuracy, perspective, credibility, and relevance of information, media, data, or other resources.						•	•		•	•								•					
c. Curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.						•						•			•			•					
d. Build knowledge by actively exploring real-world issues and problems, developing ideas and theories, and pursuing answers and solutions.				•		•			•			•	•		•			•					
<b>4. Innovative Designer</b> : Students develop and employ strategies for u Students:	ndersta	nding a	and sol	ing pr	oblems	in way	ys that I	everag	ge the po	ower c	of techno	ologica	al meth	ods to	develo	and te	st solu	tions.					
a. Know and use a deliberate design process for generating ideas, testing theories, and creating innovative artifacts, or solving authentic problems.								•				•											
<b>b</b> . Select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.								•															
c. Develop, test, and refine prototypes as part of a cyclical design process.								•															
<b>d</b> . Exhibit a tolerance for ambiguity, perseverance, and the capacity to work with open-ended problems.							•					•											
<b>5. Computational Thinker</b> : Students develop and employ strategies for solutions. Students:	r under	standir	ng and	solving	proble	ms in	ways th	at leve	rage the	e powe	er of tec	hnolog	gical me	ethods	to deve	elop and	d test						
a. Formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models, and algorithmic thinking in exploring and finding solutions.																							
b. 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.							•																



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c. Break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.							•								_							
d. Understand how automation works, and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.																						
<b>6. Creative Communicator</b> : Students communicate clearly and expres to their goals. Students:	s them:	selves	creative	ely for a	a variet	y of pu	rposes	using	the platf	orms,	tools, s	tyles,	formats	and di	gital m	edia ap	propri	ate				
<ul> <li>a. Choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.</li> </ul>				•			•					•	•					•				
<b>b</b> . Create original works or responsibly repurpose or remix digital resources into new creations.												•										
c. Communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models, or simulations.																						
<b>d</b> . Publish or present content that customizes the message and medium for their intended audiences.							•															
7. Global Collaborator: Students use digital tools to broaden their per Students:	spective	es and	enrich	their le	arning l	by colla	aboratir	ng with	others	and w	orking (	effecti	vely in t	eams l	ocally a	ınd glo	bally.					
a. 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>b</b> . Use collaborative technologies to work with others, including peers, experts, or community members, to examine issues, and problems from multiple viewpoints.			•				•		•			•	•		•			•				
c. Contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.			•						•				•					•				
<b>d</b> . Explore local and global issues and use collaborative technologies to work with others to investigate solutions.							•		•				•					•				