

TECHNOkids® ISTE Standards



ISTE Standards for Students

Version 4.01

Correlation of TechnoKids Technology Projects to ISTE Standards for Students

Copyright 1993-2024 TechnoKids Inc.
All Rights Reserved

ISTE Standards for Grades 1-2 Students	Start	Stories	Me	Whiz	Gallery	Painter	Bookmaking	Fit
1.1 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.								
1.1.a Students set learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process to improve learning outcomes.	•		•	•			•	•
1.1.b Students build networks and customize their learning environments in ways that support the learning process.								
1.1.c Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.	•	•	•	•	•		•	•
1.1.d Students understand fundamental concepts of how technology works, demonstrate the ability to choose and use current technologies effectively, and are adept at thoughtfully exploring emerging technologies.	•	•	•	•	•	•	•	•
1.2 Digital Citizen - Students recognize the responsibilities and opportunities for contributing to their digital communities.								
1.2.a Students manage their digital identity and understand the lasting impact of their online behaviors on themselves and others and make safe, legal and ethical decisions in the digital world.								
1.2.b Students demonstrate empathetic, inclusive interactions online and use technology to responsibly contribute to their communities.	•			•	•			•
1.2.c Students safeguard their well-being by being intentional about what they do online and how much time they spend online.								
1.2.d Students take action to protect their digital privacy on devices and manage their personal data and security while online.	•							
1.3 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.								
1.3.a Students use effective research strategies to find resources that support their learning needs, personal interests and creative pursuits.		•	•	•			•	•
1.3.b Students evaluate the accuracy, validity, bias, origin, and relevance of digital content.								
1.3.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.		•	•	•			•	•
1.3.d Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.			•					•
1.4 Innovative Designer - Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.								
1.4.a Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts, or solving authentic problems.	•	•	•	•	•	•	•	•
1.4.b Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.	•	•	•	•	•	•	•	•
1.4.c Students develop, test and refine prototypes as part of a cyclical design process.	•			•	•	•	•	•
1.4.d Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.	•	•	•	•	•	•	•	•
1.5 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.								
1.5.a Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.				•				
1.5.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.								
1.5.c Students break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.				•				
1.5.d Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.				•				
1.6. 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.								
1.6.a Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.	•	•	•	•	•	•	•	•
1.6.b Students create original works or responsibly repurpose or remix digital resources into new creations.	•	•	•	•	•	•	•	•
1.6.c Students use digital tools to visually communicate complex ideas to others.		•	•	•	•	•	•	•
1.6.d Students publish or present content that customizes the message and medium for their intended audiences.	•	•	•	•	•	•	•	•
1.7. 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.								
1.7.a Students use digital tools to connect with peers from a variety of backgrounds recognizing diverse viewpoints and broadening mutual understanding.			•					
1.7.b Students use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.			•	•				•
1.7.c Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.	•			•				
1.7.d Students explore local and global issues, and use collaborative technologies to work with others to investigate solutions.								

ISTE Standards for Grades 3-5 Students	Internet	Arcade	Site	Journal	Presenter	Research	Toon	Candy	Sales	Editor	Race	Timeline	Trivia	Turtle
1.1 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.														
1.1.a Students set learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process to improve learning outcomes.	•	•	•	•	•	•	•	•	•	•	•	•	•	•
1.1.b Students build networks and customize their learning environments in ways that support the learning process.	•	•	•	•	•	•	•	•	•	•	•	•	•	•
1.1.c Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.	•	•	•	•	•	•	•	•	•	•	•	•	•	•
1.1.d Students understand fundamental concepts of how technology works, demonstrate the ability to choose and use current technologies effectively, and are adept at thoughtfully exploring emerging technologies.	•	•	•	•	•	•	•	•	•	•	•	•	•	•
1.2 Digital Citizen - Students recognize the responsibilities and opportunities for contributing to their digital communities.														
1.2.a Students manage their digital identity and understand the lasting impact of their online behaviors on themselves and others and make safe, legal and ethical decisions in the digital world.	•	•	•		•	•					•		•	
1.2.b Students demonstrate empathetic, inclusive interactions online and use technology to responsibly contribute to their communities.	•	•	•	•	•		•	•	•	•	•	•	•	•
1.2.c Students safeguard their well-being by being intentional about what they do online and how much time they spend online.	•	•	•				•	•		•	•	•		
1.2.d Students take action to protect their digital privacy on devices and manage their personal data and security while online.											•			
1.3 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.														
1.3.a Students use effective research strategies to find resources that support their learning needs, personal interests and creative pursuits.	•		•	•	•	•	•	•	•	•		•	•	
1.3.b Students evaluate the accuracy, validity, bias, origin, and relevance of digital content.	•		•		•	•		•	•			•	•	
1.3.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.	•		•	•	•	•	•	•	•	•		•	•	•
1.3.d Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.	•		•	•	•	•		•	•	•		•	•	
1.4 Innovative Designer - Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.														
1.4.a Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts, or solving authentic problems.		•	•	•	•	•	•	•	•	•	•	•	•	•
1.4.b Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.		•	•	•	•	•	•	•	•	•	•	•	•	•
1.4.c Students develop, test and refine prototypes as part of a cyclical design process.		•	•		•	•	•	•	•	•	•	•	•	•
1.4.d Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.	•	•	•	•	•	•	•	•	•	•	•	•	•	•
1.5 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.														
1.5.a Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.	•	•	•					•	•		•	•	•	•
1.5.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.		•	•					•	•		•	•	•	•
1.5.c Students break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.		•	•		•	•	•	•	•	•	•	•	•	•
1.5.d Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.		•	•					•	•		•	•	•	•
1.6 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.														
1.6.a Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.	•	•	•	•	•	•	•	•	•	•	•	•	•	•
1.6.b Students create original works or responsibly repurpose or remix digital resources into new creations.		•	•	•	•	•	•	•	•	•	•	•	•	•
1.6.c Students use digital tools to visually communicate complex ideas to others.		•	•	•	•	•	•	•	•	•	•	•	•	•
1.6.d Students publish or present content that customizes the message and medium for their intended audiences.		•	•	•	•	•	•	•	•	•	•	•	•	•
1.7 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.														
1.7.a Students use digital tools to connect with peers from a variety of backgrounds recognizing diverse viewpoints and broadening mutual understanding.	•	•	•	•	•	•	•	•	•	•	•	•	•	•
1.7.b Students use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.	•	•	•	•	•		•	•	•	•	•	•	•	
1.7.c Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.					•	•		•					•	

1.7.d Students explore local and global issues, and use collaborative technologies to work with others to investigate solutions.



ISTE Standards for Grades 6-8 Students	Newsletter	Restaurateur	Map	Biography	Budget	Debate	Travel	HTML5	Questionnaire	Code	Bot AI	Environment	Earth
1.1 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.													
1.1.a Students set learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process to improve learning outcomes.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.1.b Students build networks and customize their learning environments in ways that support the learning process.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.1.c Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.1.d Students understand fundamental concepts of how technology works, demonstrate the ability to choose and use current technologies effectively, and are adept at thoughtfully exploring emerging technologies.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.2 Digital Citizen - Students recognize the responsibilities and opportunities for contributing to their digital communities.													
1.2.a Students manage their digital identity and understand the lasting impact of their online behaviors on themselves and others and make safe, legal and ethical decisions in the digital world.	•	•	•	•		•	•	•	•	•	•	•	•
1.2.b Students demonstrate empathetic, inclusive interactions online and use technology to responsibly contribute to their communities.	•	•	•	•		•	•	•	•	•	•	•	•
1.2.c Students safeguard their well-being by being intentional about what they do online and how much time they spend online.	•	•	•	•		•		•	•	•		•	•
1.2.d Students take action to protect their digital privacy on devices and manage their personal data and security while online.											•		
1.3 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.													
1.3.a Students use effective research strategies to find resources that support their learning needs, personal interests and creative pursuits.	•		•	•	•	•	•	•	•		•	•	•
1.3.b Students evaluate the accuracy, validity, bias, origin, and relevance of digital content.	•	•	•	•	•	•	•	•	•		•	•	•
1.3.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.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.3.d Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.4 Innovative Designer - Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.													
1.4.a Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts, or solving authentic problems.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.4.b Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.4.c Students develop, test and refine prototypes as part of a cyclical design process.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.4.d Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.5 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.													
1.5.a Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.		•		•	•	•			•	•	•	•	•
1.5.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.	•	•	•	•	•	•	•	•	•		•	•	•
1.5.c Students break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.5.d Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.					•			•	•	•		•	
1.6 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.													
1.6.a Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.6.b Students create original works or responsibly repurpose or remix digital resources into new creations.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.6.c Students use digital tools to visually communicate complex ideas to others.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.6.d Students publish or present content that customizes the message and medium for their intended audiences.	•	•	•	•	•	•	•	•	•	•	•	•	•
1.7 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.													
1.7.a Students use digital tools to connect with peers from a variety of backgrounds recognizing diverse viewpoints and broadening mutual understanding.	•		•	•		•	•		•	•	•	•	•
1.7.b Students use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.	•		•	•		•	•	•	•	•	•	•	•
1.7.c Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.						•					•		
1.7.d Students explore local and global issues, and use collaborative technologies to work with others to investigate solutions.						•			•	•	•	•	•

	Advertise	Specialist	Mission	Investor	Photoshop	Animate	Planner	Ad	Wonderland
ISTE Standards for Grades 9-12 Students									
1.1 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.									
1.1.a Students set learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process to improve learning outcomes.	•	•	•	•	•	•	•	•	•
1.1.b Students build networks and customize their learning environments in ways that support the learning process.	•	•	•	•	•	•	•	•	•
1.1.c Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.	•	•	•	•	•	•	•	•	•
1.1.d Students understand fundamental concepts of how technology works, demonstrate the ability to choose and use current technologies effectively, and are adept at thoughtfully exploring emerging technologies.	•	•	•	•	•	•	•	•	•
1.2 Digital Citizen - Students recognize the responsibilities and opportunities for contributing to their digital communities.									
1.2.a Students manage their digital identity and understand the lasting impact of their online behaviors on themselves and others and make safe, legal and ethical decisions in the digital world.	•	•	•	•	•	•	•		•
1.2.b Students demonstrate empathetic, inclusive interactions online and use technology to responsibly contribute to their communities.	•	•	•	•	•	•	•	•	•
1.2.c Students safeguard their well-being by being intentional about what they do online and how much time they spend online.	•	•	•	•	•	•	•	•	•
1.2.d Students take action to protect their digital privacy on devices and manage their personal data and security while online.								•	
1.3 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.									
1.3.a Students use effective research strategies to find resources that support their learning needs, personal interests and creative pursuits.	•	•	•	•				•	•
1.3.b Students evaluate the accuracy, validity, bias, origin, and relevance of digital content.	•	•	•	•				•	•
1.3.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.	•	•	•	•			•	•	•
1.3.d Students build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.	•	•	•	•			•	•	•
1.4 Innovative Designer - Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.									
1.4.a Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts, or solving authentic problems.	•	•	•	•	•	•	•	•	•
1.4.b Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.	•	•	•	•	•	•	•	•	•
1.4.c Students develop, test and refine prototypes as part of a cyclical design process.	•	•	•		•	•	•	•	•
1.4.d Students exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.	•	•	•	•	•	•	•	•	•
1.5 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.									
1.5.a Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.			•	•			•	•	•
1.5.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.	•	•	•	•			•	•	•
1.5.c Students break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.	•	•	•	•	•	•	•	•	•
1.5.d Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.	•		•	•	•	•	•		•
1.6 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.									
1.6.a Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.	•	•	•	•	•	•	•	•	•
1.6.b Students create original works or responsibly repurpose or remix digital resources into new creations.	•	•	•	•	•	•	•	•	•
1.6.c Students use digital tools to visually communicate complex ideas to others.	•	•	•	•	•	•	•	•	•
1.6.d Students publish or present content that customizes the message and medium for their intended audiences.	•	•	•	•	•	•	•	•	•
1.7. 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.									
1.7.a Students use digital tools to connect with peers from a variety of backgrounds recognizing diverse viewpoints and broadening mutual understanding.		•					•	•	•
1.7.b Students use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.	•	•		•	•	•		•	
1.7.c Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.				•				•	
1.7.d Students explore local and global issues, and use collaborative technologies to work with others to investigate solutions.	•			•				•	