

Concept	Indicator	Indicator Statement	Activity
<b>Empowered Learner</b> <i>Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the teacher</i>	1a	Students articulate and set personal learning goals, develop strategies leveraging technology to achieve and reflect on the learning process itself to improve learning outcomes.	Career Ready Practices, Engineering Design Process, Robot Technical Design Career Discovery and Goal Setting
	1b	Students build networks and customize their learning environments in ways that support the learning process.	Career Ready Practices Career Discovery and Goal Setting
	1c	Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.	Career Ready Practices, Engineering Design Process, Robot Technical Design Career Discovery and Goal Setting
	1d	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.	Team Plan and Robot Plan, Robot Systems, Iteration and Redesign, Community Project
<b>Digital Citizen</b> <i>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</i>	2a	Students cultivate and manage their digital identity and reputation and aware of the permanence of their actions in the digital world.	Possibility in Community Project Career Discovery and Goal Setting
	2b	Students engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.	Possibility in Community Project Career Discovery and Goal Setting
	2c	Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.	Possibility in Community Project
	2d	Students manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.	Possibility in Community Project
<b>Knowledge Constructor</b> <i>Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make learning experiences for themselves and others.</i>	3a	Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.	Team Plan and Robot Plan, Robot Systems, Iteration and Redesign. Career Discovery and Goal Setting
	3b	Students evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources	Team Plan and Robot Plan
	3c	Students curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.	Team Plan and Robot Plan, Robot Systems, Iteration and Redesign.
	3d	Students build knowledge by actively exploring real world issues and problems, developing ideas and theories and pursuing answers and solutions.	Team Plan and Robot Plan, Robot Systems, Iteration and Redesign.
<b>Innovative Designer</b> <i>Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions</i>	4a	Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.	Team Plan and Robot Plan, Robot Systems, Iteration and Redesign, Advanced Automation, Community Project.
	4b	Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.	Team Plan and Robot Plan, Engineering Notebook Rubric
	4c	Students develop, test, and refine prototype as part of a cyclical design process.	Sprint to Compete, Iteration and Redesign, Advanced Automation,

	4d	Students exhibit a tolerance for ambiguity, perseverance, and the capacity to work with open-ended problems.	Career Ready Practices, Sprint to Compete, Iteration and Redesign
<b>Computational Thinker</b> <i>Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions</i>	5a	Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions	Computational Thinking, Iteration and Redesign, Advanced Computational Thinking
	5b	Students collect data or relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision making.	Computational Thinking, Iteration and Redesign, Advanced Computational Thinking
	5c	Students break problems into component parts, extract key information, and develop descriptive models to understand complex systems or facilitate problem-solving.	Computational Thinking, Iteration and Redesign, Advanced Computational Thinking
	5d	Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.	Computational Thinking, Iteration and Redesign, Advanced Computational Thinking
<b>Creative Communicator</b> <i>Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, and digital media appropriate to their goals.</i>	6a	Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication	Engineering Notebook Rubric, Robot Technical Design Rubric Career Discovery and Goal Setting
	6b	Students create original works or responsibly repurpose or remix digital resources into new	Community Project Career Discovery and Goal Setting
	6c	Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations	Technical Judging, Community Project, Engineering Notebook
	6d	Students publish or present content that customizes the message and medium for their intended audiences.	Technical Judging, Community Project, Engineering Notebook Career Discovery and Goal Setting
<b>Global Collaborator</b> <i>Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.</i>	7a	Students use digital tools to connect with learners from a variety of backgrounds, cultures, engaging with them in ways that broaden mutual understanding and learning.	Advanced Automation, Community Project
	7b	Students use collaborative technologies to work with others, including peers, experts or community members to examine issues and problems from multiple viewpoints.	Iteration and Redesign, Advanced Automation
	7c	Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.	Team Plan Robot Plan, Sprint to Compete, Advanced Automation, Community Project
	7d	Students explore local and global issues and use collaborative technologies to work with others to investigate solutions.	Team Plan Robot Plan, Sprint to Compete, Advanced Automation, Community Project