

The ISTE NETS and Performance Indicators for Students (NETS•S)

- 1. Creativity and Innovation.** Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:
 - a. apply existing knowledge to generate new ideas, products, or processes
 - b. create original works as a means of personal or group expression
 - c. use models and simulations to explore complex systems and issues
 - d. identify trends and forecast possibilities
- 2. Communication and Collaboration.** Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:
 - a. interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media
 - b. communicate information and ideas effectively to multiple audiences using a variety of media and formats
 - c. develop cultural understanding and global awareness by engaging with learners of other cultures
 - d. contribute to project teams to produce original works or solve problems
- 3. Research and Information Fluency.** Students apply digital tools to gather, evaluate, and use information. Students:
 - a. plan strategies to guide inquiry
 - b. locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media
 - c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks
 - d. process data and report results
- 4. Critical Thinking, Problem Solving, and Decision Making.** Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. Students:
 - a. identify and define authentic problems and significant questions for investigation
 - b. plan and manage activities to develop a solution or complete a project
 - c. collect and analyze data to identify solutions and/or make informed decisions
 - d. use multiple processes and diverse perspectives to explore alternative solutions

- 5. Digital Citizenship.** Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students:
- a. advocate and practice safe, legal, and responsible use of information and technology
 - b. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity
 - c. demonstrate personal responsibility for lifelong learning
 - d. exhibit leadership for digital citizenship
- 6. Technology Operations and Concepts.** Students demonstrate a sound understanding of technology concepts, systems, and operations. Students:
- a. understand and use technology systems
 - b. select and use applications effectively and productively
 - c. troubleshoot systems and applications
 - d. transfer current knowledge to learning of new technologies

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