**[NETS-S Standards (ISTE)](http://www.google.com/url?q=http%3A%2F%2Fwww.iste.org%2FContent%2FNavigationMenu%2FNETS%2FForStudents%2F2007Standards%2FNETS_for_Students_2007.htm&sa=D&sntz=1&usg=AFQjCNHDhSrzzni1JW1OrH27oJA05A2pSg)**

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| 9.10.11.12 | Strand/Substrand | Standard | Curriculum | Assess-ment |  |
|  | 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. | | | *The Latehomecomer* | Prezis, Wordles, discussion forums |  |
|  | 1. **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. | | | *The Latehomecomer* | Discussion forums  Reflections and feedback on other students’ Prezis and Wordles |  |