SAU9 Technology Competencies						
Empowered Learner: Students will leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals.	responsibilities and opportunities of living, learning and working in an interconnected, digital world and act in ways that are safe,	Knowledge Creator: Students will critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts, and amek meaningful learning experiences for themsleves and others	Innovative Designer: Students will use a vareity of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.	Computational Thinker: Students will develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.	Creative Communicator: Students will communicate clearly and experess themselves for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.	Global Collaborator: Students will use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working in teams locally and globally.
Grades 9-12						
my work, meet my goals and leverage technology to demonstrate my understanding of competencies in various	I can model responsible digital citizenship by giving credit to my sources and respecting copyright laws. I can demonstrate an understanding of the legal and ethical responsibilities of living in a digitally connected society.	I can critically select, evaluate and synthesize digital responses into a collection that reflects my learning & builds my knowledge.	I can use a design process to solve problems by creating new and imaginative solutions using a variety of digital tools, tolerating ambiguity and demonstrating perseverance and the capacity to work with open-ended problems.	I can identify authentic problems, work with data, and use a step by step process to automate solutions.	I can communicate effectively and express myself creatively using different tools, styles, formats, and digital media.	I can broaden my perspective, understand others, and work effectively in teams using different tools.
Grades 7 & 8						
I can fix problems with different types of technology. I can improve my work by asking for and applying input from others.	1	I can draw conclusions by evaluating information I gather from different sources, making connections and finding answers to real world problems.	I can develop, test and refine prototypes as part of a cyclical design process.	I can use formulas and machines to help solve problems.	I can explain my understanding of concepts using various tools to show my understanding.	I can connect with others and consider multiple perspectives to solve a problem.
Grades 4-6						
I can choose the best technology tools to achieve my learning goals.	I can explain and apply how to protect myself and others while online. I can contribute effectively and safely within a virtual learning environment. I can explain the benefits and contributions of technology to society and identify issues or problems caused by it.	determine if they are reliable, safe,	I can select and use digital tools to plan and manage a design process that considers constraints and risks.	I can break problems into smaller parts to help me solve bigger problems.	I can create new works or ask for permission to recreate old work.	I can connect with others and use different programs to solve problems. I can connect with other students virtually and use their input to help me learn.
			Grades K-3			
I can set goals for my learning and reflect on my work.	I can use technology in a safe way. I can save, share, and protect my work in a digital environment. I can explain how technology can be helpful and harmful.	I can use technology to learn facts about different topics in which I am interested.	I can identify a process for gathering ideas, testing theories, creating artifacts and solving problems.	I can collect, understand and show information using technology.	I can choose the best program to use to share my work.	I can work with a team to solve a problem using digital tools.