

# Activity Alignment with the National Educational Technology Standards for Students: The Next Generation

*What students should know and be able to do to learn effectively and live productively in an increasingly digital world...*

## 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.

### Activity Learning Goal(s)

- Given typical (minimal) information for school policies, events, club announcements, and other news - students will create interesting, effective video, still and audio communications.
- Students will think about their intended audience and develop messages with that audience in mind.
- Students will use surveys and anecdotal records to determine the effectiveness of their broadcasts.

## 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.

### Activity Learning Goal(s)

- Students will work as a team and individually to develop their broadcast projects.
- Students will learn the basics of photo and video camera operation and composition.
- Students will learn the basics of photo and video editing and exporting.
- Students will create original artwork digitally with the end product appropriately exported for broadcast, web, as well as print publication.
- Students will learn to effectively use design principles for color, layout, proportion, proximity, style, contrast, etc.

## 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.

### Activity Learning Goal(s)

- Students will access resources both on the internet and local area network, download and upload files from servers, create and access shared photo albums.
- Students will determine what resources will best communicate the message.
- Students will select the best application and application tools to create their products.
- Students will use surveys and anecdotal records to determine the effectiveness of their broadcasts.

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## 4. Critical Thinking, Problem-Solving & 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:

- identify and define authentic problems and significant questions for investigation.
- plan and manage activities to develop a solution or complete a project.
- collect and analyze data to identify solutions and/or make informed decisions.
- 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:

- advocate and practice safe, legal, and responsible use of information and technology.
- exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- demonstrate personal responsibility for lifelong learning.
- exhibit leadership for digital citizenship.

## 6. Technology Operations and Concepts

Students demonstrate a sound understanding of technology concepts, systems and operations.

Students:

- understand and use technology systems.
- select and use applications effectively and productively.
- troubleshoot systems and applications.
- transfer current knowledge to learning of new technologies.

### Activity Learning Goal(s)

- Given typical (minimal) information for school policies, events, club announcements, and other news - students will create interesting, effective video, still and audio communications.
- Students will be responsible and "in charge" of the entire workflow of a daily informational broadcast.
- Students will each experience the full range of roles in a typical broadcast studio/outlet in a weekly rotation.

### Activity Learning Goal(s)

- Students will move from working with other's pieces of media to completely creating original works.
- Students will explain the basics of copyright laws and their application to broadcasts.
- Students will observe personal and corporate security and cybersafety methods.
- Students will demonstrate team building conversation and behavior.
- Students will take turns as the managing director of the broadcasts.

### Activity Learning Goal(s)

- Students will determine what resources will best communicate the message.
- Students will select the best application and application tools to create their products.
- Students will learn how to analyze and troubleshoot the broadcast equipment for optimal operation.
- Students will use multiple applications and operating systems to generate their products.

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