Tech EDGE Student Rubric K-1

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<th>Subject</th>
<th>Objective</th>
<th>Emerging 1</th>
<th>Proficient 2</th>
<th>Advanced 3</th>
<th>ISTE Standards</th>
<th>Common Core Standards (LA, SS, Science, Technical)</th>
<th>NE Multiple Literacy Standards</th>
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| Creativity and Innovation | Generates new ideas. | Project demonstrates use of a single feature option in program to develop innovative product using technology. *(ie layouts, size, color, characters)* | Project demonstrates playing with features in program to develop innovative product with two feature options using technology. | Project demonstrates playing with features in program to develop innovative products with three or more varying feature options using technology creatively. | 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 & simulations to explore complex issues.  
d. Identify trends & forecast possibilities. | Add drawings or other visual displays to descriptions when appropriate to clarify ideas, thoughts, and feelings *(CCSS.ELA LITERACY.SL.1.5)*. | |
| Makes predictions. | | | | | | |
| Communication and Collaboration | Online publishing. | Project demonstrates emerging level of digital media to communicate learning to single audience, and/or no collaboration used. *(ie multimedia presentations, podcasts, videocasts, social networks)* | Project demonstrates acceptable use of digital media to communicate learning to two audiences, and/or project involves working collaboratively in person to support individual learning and contribute to the learning of others. | Project demonstrates exceptional use of digital media to communicate learning to multiple audiences, and/or project involves collaboration at a distance, to support individual learning, contribute to the learning of others, and develop cultural understanding. | 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 a cultural understanding and global awareness by engaging with learners of other cultures.  
d. Contribute to project teams to produce original works or solve problems. | With guidance and support from adults, explore and use a variety of digital tools to produce and publish writing, including in collaboration with peers *(CCSS.ELA-LITERACY.W.1.6)*. | Engage in activities with learners from a variety of cultures through electronic means *(podcasts, video chats, distance learning, e-pals)*.  
Gather & share information and opinions as a result of communication with others *(video/audio chat, interview, podcast, multi-media presentations)*. |
### Research and Information Fluency

**Emerging (1)**
- Project demonstrates use of minimum of one digital tool to gather information.
  *(ie searching one website to locate information)*
- Reports results.

**Proficient (2)**
- Project demonstrates use of two or more sources, at least one being a digital tool, to gather and evaluate information.
  *(ie comparing two sources of information to confirm accuracy)*

**Exceptional (3)**
- Project demonstrates use of three or more sources, at least one being a digital tool, to gather, evaluate, and report information.
  *(ie searching multiple online sites, offline books, interviews to locate information; evaluating accuracy of information; and/or reporting in multimedia format)*

**ISTE Standards**
- 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.

**Common Core Standards (LA, SS, Science, Technical)**
- With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question (CCSS.ELA-LITERACY.W.1.8).
- Reads informational text which includes biographies and autobiographies; books about history, social studies, science, and the arts; technical texts, including directions, forms, and information displayed in graphs, charts, or maps; and digital sources on a range of topics (CCSS.ELA-LITERACY.RI.K-5range).

**NE Multiple Literacy Standards**
- Identify resources to find information (print, electronic)
- Students will research, summarize, and communicate information in a variety of formats (textual, visual, & digital)

### Critical Thinking, Problem Solving, and Decision Making

**Emerging (1)**
- Project demonstrates emerging use of critical thinking to ask question, solve problems, and/or make decisions using appropriate digital tools and resources.
  *(ie chosen image does not match text)*

**Proficient (2)**
- Project demonstrates acceptable use of critical thinking skills to plan & conduct research, solve problems, and/or make informed decisions using appropriate digital tools and resources.
  *(ie all elements of media match)*

**Exceptional (3)**
- Project demonstrates high use of critical thinking skills to plan & conduct research, manage project, solve problems, and/or make informed decisions using appropriate digital tools and resources.
  *(ie dug further to find solutions)*

**ISTE Standards**
- 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.

**Common Core Standards (LA, SS, Science, Technical)**
- 1-Know and use various text features (e.g., headings, tables of contents, glossaries, electronic menus, icons) to locate key facts or information in a text (CCSS.ELA-LITERACY.RI.1.5).
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| Responsible use of online resources. | Project demonstrates an emerging use of safety precautions, mostly positive attitude and use of technology, and/or leadership, when using online resources. When appropriate, uses sources but no sources noted. | Project demonstrates acceptable use of safety precautions, positive attitude and use of technology, leadership, and/or ethical guidelines when using online resources. When appropriate, sources could be noted orally. | Project demonstrates exceptional use of safety precautions, very positive attitude and use of technology, leadership, and/or follows legal and ethical guidelines when using online sources. When appropriate, sources noted in writing. | 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. | With guidance and support from adults, recall information from experiences or gather information from provided sources to answer a question (CCSS.ELA-LITERACY.W.1.8). | Demonstrate understanding of authorship of print & online resources.  
Demonstrate awareness of and practice safe behaviors when communicating & interacting with others (safe information to share online) |
| Positive use of technology for collaboration, learning, and productivity. |            |              |               |                |                                                  |                               |
| **Technology Operations and Concepts** | Project demonstrates emerging use of required technology. Able to use it but errors may be present. (ie picture half off screen) | Project demonstrates acceptable use of required technology. Able to correctly use the available technology. (ie puppet stays on screen and moves when speaking) | Project demonstrates an exceptional use of technology. Uses a new feature of the technology or uses it in a new way. Where appropriate student-transferred knowledge to new technologies. (ie using iPad to take picture in new environment) | 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. |                                                  |                               |
| **Point Total**              |            |              |               |                |                                                  |                               |

