ISTE NETS
Performance
Indicators

Generation Y Unit Objectives

indicators							<u>J</u>			
ISTE										
Performance										
Indicators										
			_	_						
Grades 9-12	1	2	3	4	5	6	7	8	9	10
Prior to the										
completion of										
Grade 12,										
Students will:										
1. Identify										
capabilities and										
limitations of										
contemporary and						1.1 1.2				
emerging technology		0 1 0 1	2.1 2.2	1.1 1.2	1.1 1.2	1.5 1.6				
resources and assess		2.1 3.1		1.7 2.1		2.1 2.2	1.1 1.2	1.4 2.3	1.1 3.2	
the potential of	3.6	3.3			3.1 4.1	2.3 3.1				
these systems and services to address						3.2 3.3 3.4				
						3.4				
personal, lifelong learning, and										
workplace needs.										
2. Make informed										
choices among					1.1 1.2					
technology systems,					1.3 2.1	1.5 1.6	1.1 1.2			
resources, and	3.6	<b>2.1 3.3</b>			2.4 3.1		2.1 2.2		3.2	
services.			5.1	2.2	3.2 4.1					
					4.3					
3. Analyze										
advantages and										
disadvantages of				1.1 1.2						
widespread use and	1.1 1.3	9121	9199			1.1 3.2	1.1 1.2			
reliance on	1.1 1.3	≈.1 J.1	w.1 &.&	2.2		3.3 3.4	1.1 1.2			
technology in the				₩. <i>&amp;</i>						
workplace and in										
society as a whole.										
4. Demonstrate and										
advocate for legal										
and ethical behaviors	0 0 0 0				2.4 2.5 3.2 3.3					
among peer, family,	3.2 3.3 3.4 3.5	1.1 1.2		1.3 1.5	3.2 3.3	5.1-5	1.3	1.4 3.1	1.1	
	0 0.0			2.3 3.2	4.3 4.4					
regarding the use of										
technology and										
information.			I							

5. Use technology tools and resources for managing and communicating personal/professional information (e.g., finances, schedules, addresses, purchases, correspondence).		2.2-10 3.2 3.3	4.5 5.2	1.4 1.6 1.7 2.4	2.4 2.5 2.6 3.2 3.3 3.4 4.3 4.4 4.5		2.1 2.2	All	All	1.1 2.1 3.1
6. Evaluate technology-based options, including distance and distributed education for lifelong learning.	All	All	All	All	All	All	All	All	All	All
7. Routinely and efficiently use online information resources to meet needs for collaboration, research, publications, communications, and productivity.	All	All	All	All	All	All	All	All	All	All
8. Select and apply technology tools for research information analysis, problem solving, and decision making in content learning.			2.1 2.2 2.3 4.3	1.4 2.4	1.3	All	1.1 1.2 2.1 2.2			
9. Investigate and apply expert systems, intelligent agents, and simulations in realworld situations.			2.2 4.3				1.2 2.1 2.2			
10. Collaborate with peers, experts, and others to contribute to a content-related knowledge base by using technology to compile, synthesize, produce, and disseminate information, models, and other creative works.	All	All	All	All	All	All	All	All	All	All