

Digital Learning

	6th-8th C.ML.DL.1.1 (6th-8t)	6th-8th C.ML.DL.1.2 (6th-8t)	6th-8th C.ML.DL.1.3 (6th-8t)	6th-8th C.ML.DL.1.4 (6th-8t)	6th-8th C.ML.DL.1.5 (6th-8t)
3.0	<ul style="list-style-type: none">• Student can exhibit digital learning through use of technology resources.	<ul style="list-style-type: none">• Student can gather evidence of his or her learning and present it in a digital portfolio.	<ul style="list-style-type: none">• Student can leverage technology resources to demonstrate competency in his or her learning goals.	<ul style="list-style-type: none">• Student can recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and acts and models in ways that are safe, legal and ethical.	<ul style="list-style-type: none">• Student can critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.

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	6th-8th C.ML.DL.1.6 (6th-8t)	6th-8th C.ML.DL.1.7 (6th-8t)
3.0	<ul style="list-style-type: none">• Student can use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.	<ul style="list-style-type: none">• Student can develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.