

THE ILLINOIS STATE BOARD OF EDUCATION SIX ESSENTIAL LEARNINGS in a TECHNOLOGICAL SOCIETY

Technology is defined to be the combination of human imagination, inventiveness and the electronic/optical tools to transform ideas into reality. Effective use of information and technology will require students to develop new roles in living, learning and working in an increasingly complex and information-rich society. The following essential learnings for technology are fundamental to the work of the Illinois State Board of Education as they develop content standards, performance standards and assessments for all academic areas.

1. Information Seeker, Navigator and Evaluator

The student as information seeker, navigator and evaluator. The student recognizes and values the breadth of information sources, browses those sources, differentiates and selectively chooses sources based on soundness and relevancy, and retrieves appropriate information/data using all forms of electronic/optical media, technology and telecommunications.

2. Critical Thinker, Analyzer and Selector

The student as critical thinker, analyzer and selector of information and technologies appropriate to the task. The student uses problem-solving techniques and technology tools to review information and data from a variety of sources; analyze, synthesize and evaluate it; and then transform the myriad of ideas, data and information into useful information and knowledge. During this process the student discriminates among a variety of technologies and electronic/optical media to extend and expand his/her capabilities.

3. Creator of Knowledge

The student as creator of knowledge using information resources and technology. The student, both individually and as a successful member of a team, constructs new meaning and knowledge in all content areas, combining and synthesizing different types of information through technology, telecommunications and computer modeling/simulations.

4. Effective Communicator

The student as effective communicator using a variety of appropriate technologies/media. The student creates, produces and presents ideas, stories and unique representations of thoughts through a variety of electronic/optical media by analyzing the task before him/her, the technology tools available, and appropriately selecting and using the most effective tool(s)/media for the purpose and audience.

5. Technologist

The student as a technologist. The student develops the confidence, competence, information management strategies and sufficient technical skills to successfully install, setup and use the technology and telecommunications tools in his/her daily life, work situations and learning environments.

6. Responsible Citizen in a Technological Age

The student as a responsible citizen in a technological age. The student understands the ethical, cultural, environmental and societal implications of technology and telecommunications, and develops a sense of stewardship and individual responsibility regarding his/her use of technology, media and telecommunications network.

Indicators of Engaged Learning

Vision of Learning	Learner is involved in decision making, has big picture, develops a repertoire of thinking/learning strategies, finds purpose and meaning...
Tasks	Unit pertains to real world; difficult but not totally frustrating; integrates disciplines...
Assessment	Involves a performance or demonstration and has meaning for the learner...
Instructional Model	Teacher or program empowers students to take action; instruction oriented to constructing meaning...
Learning Context	Activities are collaborative; bring multiple perspectives and perspectives contribute to shared understanding for all; beyond brainstorming...
Grouping	Small groups of different abilities; organized for different instructional purposes...
Student Roles	Explore new ideas/tools; encouraged to teach others; develop products of real use to themselves/others...