

Technology Applications TEKS Review Work Group D Recommendations

Strand: Communication and Collaboration									
Kindergarten	Grade 1	Grade 2	Grade 3	Grade 4	Grade 5	Grade 6	Grade 7	Grade 8	Rationale
			NEW SE: define digital collaboration	NEW SE: demonstrate appropriate digital etiquette for various forms of digital collaboration such as shared documents, video conferencing, and other platforms	NEW SE: demonstrate appropriate digital etiquette for collaborating with different audiences such as peers, teachers, and other adults	NEW SE: collaborate on digital platforms such as recording a video conference presentation using appropriate formal and informal digital etiquette	NEW SE: collaborate on digital platforms such as recording a video conference presentation using appropriate formal and informal digital etiquette	NEW SE: collaborate and publish for a global audience on digital platforms such as recording and editing videos using appropriate formal and informal digital etiquette	<p>The workgroup doesn't feel that a stand-alone strand for Communication and Collaboration is necessary. Communication and collaboration are woven throughout the design process as well as explicit examples in other technology application strands.</p> <p>An SE for digital communication already exists in Digital Citizenship--An SE for digital communication already exists in Digital Citizenship--Social Interaction on "digital etiquette." The work group believes that the proposed student expectations on communication are appropriately included in the digital citizenship strand. The work group wrote these additional student expectations to address digital collaboration and recommends that they be added to the digital citizenship strand.</p> <p>Citations suggesting the need for this inclusion: ISTE 7.b., 7.d</p> <p>CSTA 3A-1C-22; 3A-1C-27</p> <p>CCRS II.d.3</p>

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					create original and responsibly repurpose works individually and collaboratively as a means of expression and communication for a local or global audience;	6.1.B create original and responsibly repurpose works individually and collaboratively as a means of expression and communication for a local or global audience; create original works as a means of personal or group expression;	7.1.B create original and responsibly repurpose works individually and collaboratively as a means of expression and communication to present for a local or global audience; create and present original works as a means of personal or group expression;	8.1.B create original and responsibly repurpose works individually and collaboratively as a means of expression and communication to present and publish for a local or global audience; create, present, and publish original works as a means of personal or group expression;	This student expectation is included in Creativity and Innovation - innovative design process substrand, which captures the individual and collaborative creation and considering a local and global audience.

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K-2.2.A use communication tools with guidance that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally;			3-5.2.A draft, edit, and publish products in different media individually and collaboratively;			6.2.A participate in personal learning networks to collaborate with peers, experts, or others using digital tools such as blogs, wikis, audio/video communication, or other emerging technologies;	7.2.A create personal learning networks to collaborate and publish with peers, experts, or others using digital tools such as blogs, wikis, audio/video communication, or other emerging technologies;	8.2.A create and manage personal learning networks to collaborate and publish with peers, experts, or others using digital tools such as blogs, wikis, audio/video communication, or other emerging technologies;	K-5: Subsumed in Practical Technology Concepts 6-8: Subsumed in digital citizenship -- social interaction with inclusion the new student expectation
K-2.2.C format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium; and			3-5.2.B use font attributes, color, white space, and graphics to ensure that products are appropriate for multiple communication media, including monitor display, web, and print;			6.2.B communicate effectively with multiple audiences using a variety of media and formats; and	7.2.B communicate effectively with multiple audiences using a variety of media and formats; and	8.2.B communicate effectively with multiple audiences using a variety of media and formats; and	Subsumed in Practical Technology Concepts

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			3-5.2.B use font attributes, color, white space, and graphics to ensure that products are appropriate for multiple communication media, including monitor display, web, and print;						Subsumed in Practical Technology Concepts
			3-5.2.C collaborate effectively through personal learning communities and social environments ;						Subsumed in Innovative Design Process
			3-5.2.D select and use appropriate collaboration tools;						Subsumed in Innovative Design Process

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K-2.4.B evaluate the appropriateness of a digital tool to achieve the desired product;						6.4.B plan and manage activities to develop a solution, design a computer program, or complete a project;	7.4.B plan and manage activities to develop a solution, design a computer program, or complete a project;	8.4.B plan and manage activities to develop a solution, design a computer program, or complete a project;	Subsumed in Creativity - Innovative Design and Computational Thinking
K-2.4.C evaluate products prior to final submission; and						6.4.E make informed decisions and support reasoning; and	7.4.E make informed decisions and support reasoning; and	8.4.E make informed decisions and support reasoning; and	Subsumed in Creativity - Innovative Design - Cyclical design process refining This could be collaboration - supporting ideas with reasoning & social skills how to present material reflection has been left off - constructive contribution

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