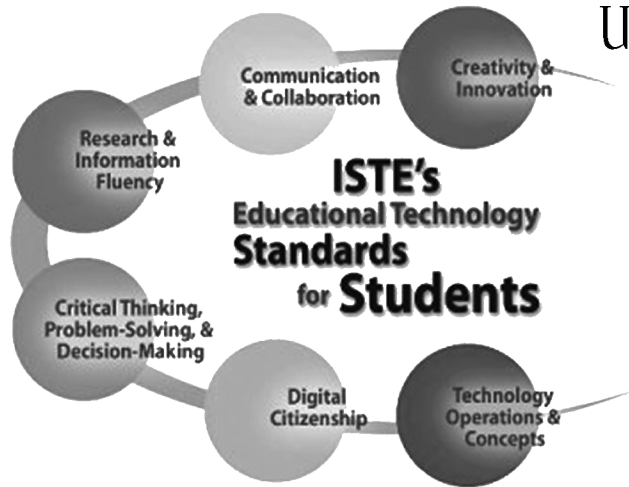


UCET Convention March 2009



Creativity & Innovation: apply existing knowledge to generate new ideas, products, or processes.

Communication & Collaboration: interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.

Research & Information Fluency: evaluate and select information sources and digital tools based on the appropriateness to specific tasks.

Critical Thinking, Problem-Solving & Decision-Making: identify and define authentic problems and significant questions for investigation.

Digital Citizenship: select and use applications effectively and productively.

Technology Operations & Concepts: apply existing knowledge to generate new ideas, products, or processes.



Student Learning & Creativity: promote, support, and model creative and innovative thinking and inventiveness.

Digital-Age Learning Experiences & Assessments: design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity.

Digital Age Work & Learning: communicate relevant information and ideas effectively to students, parents, and peers using a variety of digital-age media and formats.

Digital Citizenship & Responsibility: advocate, model, and teach safe, legal, and ethical use of digital information and technology, including respect for copyright, intellectual property, and the appropriate documentation of sources.

Professional Growth & Leadership: participate in local and global learning communities to explore creative applications of technology to improve student learning.

Westbroek's Top 10 Internet Tools for 21st Century Skills

LunaPic

Classroom
2.0

Multicolr
Search Lab

Twitter

Google
Language
Tools

Animoto

Bubblesnap

Big Huge Labs

iTunes
(podcasts)

Tag Galaxy

<http://snurl.com/43fhv>