

Digital Skills Matrix

Level of Implementation

- (1) I - Introducing - Teacher Modeling
- (2) D - Developing - Students begin using to building independence
- (3) A - Mastery - Students use independently
- (4) E - Extend - Students make thoughtful choices about the appropriateness of use

TO REQUEST NEW SITES TO BE ADDED, GO TO: <http://tinyurl.com/rfadurl>

Useful Web Tools for Learning
<http://edjudo.com/web-2-0-teaching-tools-links>
<http://edudemic.com/2011/11/best-web-tools/>

The Practices - What do we expect students to be doing?	GK	G1	G2	G3	G4	G5	G6	G7	G8	G9-12	Resources	Notes
1—Creativity and Innovation—Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.												
Develop a graphic organizer (e.g. Inspiration, storyboard) to support the creation of products and processes	1	1	1	2	2	2	2	3	3	3,4	https://www.lucidchart.com/ http://popplet.com/ https://bubbl.us/	http://www.edistorm.com/ http://www.mindmeister.com/ http://phet.colorado.edu
Use models and simulations to explore complex systems and issues					1	1	2	2	3	3,4	http://padlet.com/ (a.k.a. Wallwisher)	
Identify trends and forecast possibilities		1	1	2	2	2	2	3	3	3,4	http://www.mindomo.com/	
Creating Multimedia	GK	G1	G2	G3	G4	G5	G6	G7	G8	G9-12		
Create developmentally appropriate media projects			1	2	2	3	3	4	4	4	http://www.easel.ly/ http://prezi.com/your/ http://animoto.com/	http://beta.picarta.com/ http://infogr.am http://glogster.edu http://pikotchart.com
Incorporate 3 or more components into multimedia projects (e.g. text, graphics, sound, drawing, transitions, buttons, hyperlinks)			1	2	2	3	3	4	4	4	http://www.scriblink.com/ http://www.slideshare.net/ Google Docs Presentations	
Use advanced multimedia techniques (e.g. animations, new button actions, web links, embedding)			1	2	2	3	3	4	4	4		
Publishing to the Web	GK	G1	G2	G3	G4	G5	G6	G7	G8	G9-12		
Create a web page (e.g. Wiki, Moodle, Google, etc.) including text, graphics, links, media, etc.	1	1	1	2	2	3	3	4	4	4	http://www.wikispaces.com/ http://www.blogger.com Google Sites	http://www.glogster.com/ http://www.picassohead.com/ http://bighugelabs.com
Moviemaking and Digital Storytelling	GK	G1	G2	G3	G4	G5	G6	G7	G8	G9-12		
Storyboard video collaboratively with peers					1,2	2	2	3	4	4	http://www.storyjumper.com/ http://www.onetruemedia.com http://storybird.com/	iOS app - StoryKit, Toontastic http://www.onetruemedia.com http://www.animoto.com
Use video filmed by others to develop productions					1,2	2	2	3	4	4	http://www.magisto.com/ http://www.wevideo.com/	
Film video footage					1,2	2	2	3	4	4	http://www.videotoolbox.com/	
Import video into computer					1,2	2	2	3	4	4	Google Drive Video Upload	
Edit video footage adding effects (e.g. sound, text, transitions)					1,2	2	2	3	4	4		
2—Communication and Collaboration—Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.												
Developing and Delivering Presentations	GK	G1	G2	G3	G4	G5	G6	G7	G8	G9-12		
Format presentation using appropriate text and images (e.g. text consists of main idea, images enhance text, sounds and transitions support text)			1	2	2	3	3	4	4	4	Google Presentation, Word Processing	iOS app - Skitch
Use effective oral communication skills (e.g. speak loudly, clearly; use gestures; maintain eye contact; use technology only as reference point)			1	2	2	3	3	4	4	4	http://blabberize.com/ http://vocaroo.com/ http://goanimate.com/ http://www.voki.com/ http://www.myebook.com/ http://www.slideshare.net http://prezi.com	
Align graphics, text, and sound with content			1	2	2	3	3	4	4	4		
Choose appropriate software for task (e.g. iMovie or presentation, multimedia, or web design software)			1	2	2	3	3	4	4	4		
Communicating via Email	GK	G1	G2	G3	G4	G5	G6	G7	G8	G9-12		
Interact and collaborate with peers, experts, and others by retrieving, composing, sending, and replying to messages using individual accounts	1	1	1	2	2	3	4	4	4	4	rischools Gmail ePals http://www.socrative.com	
Collaborating via Online Media	GK	G1	G2	G3	G4	G5	G6	G7	G8	G9-12		
Use digital tools to collaboratively create projects and solve problems			1	1	2	2	3	3	4	4	http://voicethread.com/ http://todaysmeet.com/ https://www.schoolology.com http://www.edmodo.com/ http://web.risd.k12.pa.us/moodle/	
Develop cultural understanding and global awareness by participating in video conferences (e.g. Skype, Polycom, Elluminate) and/or online discussions (e.g. real-time chats, bulletin boards, webcams)	1	1	1	1	2	2	2	3	3	4		
3—Research and Information Fluency—Students apply digital tools to gather, evaluate, and use information.												
Navigating the Internet	GK	G1	G2	G3	G4	G5	G6	G7	G8	G9-12		
Access teacher identified web sites	1	1	2	3	4	4	4	4	4	4	https://www.diigo.com/ https://delicious.com/ http://infocus.cc/ https://bitly.com/ http://tinyurl.com/ http://goo.gl	
Maneuver within web-based resources (e.g. navigate, use links, forward, back, bread crumbs)	1	1	2	3	4	4	4	4	4	4		
Enter address/URL			1	2	3	3	4	4	4	4		
Bookmark web sites			1	1	1	2	2	3	3	4		
Selecting and Searching Digital Resources	GK	G1	G2	G3	G4	G5	G6	G7	G8	G9-12		
Plan strategies to guide inquiry			1	1	2	3	4	4	4	4	http://www.wordle.net/ http://dataopedia.com/ http://www.studyblue.com/ http://penzu.com/ http://tinyurl.com/rigooglesearch http://www.visuwords.com/ http://tagxedo.com	
Use a variety of multimedia resources (e.g. interactive books, educational software, multimedia encyclopedias)	1	1	2	2	3	3	4	4	4	4		
Complete online searches by keyword, subject, title, and author			1	2	2	3	3	4	4	4		
Search using basic search engine features and strategies			1	2	2	3	3	4	4	4		
Select information sources and digital research tools appropriate for selected task					1	2	2	3	3	4		

Evaluating Digital Resources	GK	G1	G2	G3	G4	G5	G6	G7	G8	G9-12			
Differentiate between fact and opinion			1	1	2	2	3	4	4	4	http://zapatopi.net/treeoctopus/ http://tinyurl.com/rwbeval http://liblearn.osu.edu/tutor/les1 http://words.bihugelabs.com/ http://www.shelfari.com/	http://www.readwritethink.org/classroom-resources/lesson-plans/hoax-hoax-strategies-online-1135.html?tab=4	
Recognize propaganda and the presence of bias and prejudice					1	1	2	3	3	4			
Analyze and evaluate resources in terms of date, author, source, and point of view				1	2	2	3	3	3	4			
Recognize the significance of the URL address (e.g. .org, .edu, .com, .net, .gov)			1	1	2	2	3	4	4	4			
Assess web sites for relevance and validity (e.g. purpose of research, validity of site)				1	2	2	3	3	3	4			
Extracting and Documenting Research Results	GK	G1	G2	G3	G4	G5	G6	G7	G8	G9-12			
Cite sources using an appropriate format for grade level and/or curriculum area			1	2	2	3	3	3	4	4	http://www.capzles.com/ http://www.commonsemmedia.org/ http://owl.english.purdue.edu http://www.easybib.com/ **Students still need to learn MLA and APA format	http://www.timetoast.com/	
Identify relevant information within chosen resources			1	2	2	3	3	4	4	4			
Collate and summarize information from chosen resources (i.e., Inspiration, graphic organizers, paraphrasing, note cards, word processing, etc.)				1	2	3	3	4	4	4			
Collecting and Analyzing Data	GK	G1	G2	G3	G4	G5	G6	G7	G8	G9-12			
Use digital tools for data collection individually or in small groups, or whole group (e.g. Proscopes, iSight cameras, iPods, science probes for temperature, light, sound collection, camera, form/survey, student response system, Interactive white boards, Google Apps)				1	1	2	2	2	3	3	4	http://www.polleverywhere.com/ http://www.meta-calculator.com/ http://www.clockingit.com/ http://fooplot.com http://www.chartgo.com/ Google Forms http://climateprediction.net/	http://nces.ed.gov/nceskids/createagraph/
Interpret and summarize information and data gathered from digital resources				1	1	2	2	3	4	4			
Process data and report results of research (e.g. surveys, simulation, report, presentation, model, chart/graph)				1	1	2	2	3	3	4			
4—Critical Thinking, Problem-Solving, and Decision-Making—Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.													
Projects, Problems, and Decisions	GK	G1	G2	G3	G4	G5	G6	G7	G8	G9-12			
Identify and define authentic problems and significant questions for investigation	1	1	2	2	3	3	4	4	4	4	http://oneword.com/ http://evernote.com/ or Google Documents http://farr-integratingit.net/Theory/RecipesForWriting/index.htm http://ettcweb.lrk12.nj.us/forms/newpoem.htm http://users.freshpond.net//laurat/applets.html http://quadrivium.info/AppletList.html http://phet.colorado.edu/en/simulations/category/by-level http://profhorn.meteor.wisc.edu/wxwise/ http://www.falstad.com/mathphysics.html http://www.si.edu/ http://froggy.lbl.gov/cgi-bin/dissect		
Use appropriate digital tools to identify and define authentic problems and significant questions for investigation				1	1	2	2	3	3	4			
Use digital simulations (e.g. applets, apps, games, demonstrations, etc.) for inquiry-based learning	1	1	1	2	2	3	3	4	4	4			
Determine appropriate technology most suited to the specific grade level task or problem (e.g. word processor, database, spreadsheet, multimedia tool, graphic organizer)				1	1	1	2	2	3	4			
Plan and manage activities to develop a solution or to complete a project					1	1	2	2	3	4			
Collect and analyze data to identify solutions and/or make informed decisions				1	1	2	2	2	3	3			