



USA

ISTE - OVERVIEW PER GAME



TERM CODE ▼	YEAR ▼	DESCRIPTION ▼	ASTRO CHEF	BUMP'IN	CAMP CHAOS	CATCH THE SKUNK!	CHESS FC	CUBE STASH	DRAGONS	DREAM KITTEN	ESCAPE THE HAUNTED HOUSE!	ESCAPE THE PLAYHOUSE!
1.5.b Computational Thinker	Grade 6					✓				✓		
1.5.a Computational Thinker	Grade 3-4								✓			
1.6.c Creative Communicator	Grade 4-5											
1.3.d Knowledge Constructor	Grade 5	Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts, and make meaningful learning experiences.			✓				✓			
1.5.d Computational Thinker	All	Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods.	✓	✓	✓	✓			✓	✓	✓	✓
1.3.c Knowledge Constructor	Grade 4-6	Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts, and make meaningful learning experiences.							✓			
1.3.b Knowledge Constructor	Grade 3	Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts, and make meaningful learning experiences.									✓	✓
1.6.a Creative Communicator	Grade 4-6	Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, and digital media appropriate to their goals.									✓	✓
1.1.c Empowered Learner	All	Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals.			✓						✓	✓
1.3.a Knowledge Constructor	All	Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts, and make meaningful learning experiences.										
1.1.a Empowered Learner	All	Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals.		✓	✓		✓	✓		✓	✓	✓



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1.5.a Computational Thinker	Grade 3-4											
1.6.c Creative Communicator	Grade 4-5									✓		
1.3.d Knowledge Constructor	Grade 5	Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts, and make meaningful learning experiences.			✓			✓		✓		
1.5.d Computational Thinker	All	Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods.	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
1.3.c Knowledge Constructor	Grade 4-6	Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts, and make meaningful learning experiences.	✓				✓					
1.3.b Knowledge Constructor	Grade 3	Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts, and make meaningful learning experiences.										
1.6.a Creative Communicator	Grade 4-6	Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, and digital media appropriate to their goals.										
1.1.c Empowered Learner	All	Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals.						✓				
1.3.a Knowledge Constructor	All	Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts, and make meaningful learning experiences.				✓						
1.1.a Empowered Learner	All	Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals.				✓	✓	✓		✓		✓