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**ISTE Student Standards:**

1.1 **Empowered Learner**: Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.

1.2 **Digital Citizen:** Students recognize the responsibilities and opportunities for contributing to their digital communities.

1.3 **Knowledge Constructor:** Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.

1.4 **Innovative Designer:** Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.

1.5 **Computational Thinker:** Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.

1.6 **Creative Communicator:** Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.

1.7 **Global Collaborator:** Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.

**ISTE Educator Standards:**

2.1 **Learner**: Teachers continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning.

2.2 **Leader:** Teachers seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning.

2.3 **Citizen**: Teachers inspire students to positively contribute and responsibly participate in the digital world.

2.4 **Collaborator:** Teachers dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems.

2.5 **Designer:** Teachers design authentic, learner-driven activities and environments that recognize and accommodate learner variability.

2.6 **Facilitator:** Teachers facilitate learning with technology to support student achievement of the 2016 ISTE Standards for Students.

2.7 **Analyst:** Teachers understand and use data to drive their instruction and support students in achieving their learning goals.

**ISTE Educator Standards**

Michael Payne 04/14/2025

**Noted similarities:** Learn is universal improvement. Both student and teacher are on a journey to learn. Look down the titles, Teacher’s example: learner, citizen, collaborator, designer. Student examples: learner, citizen, collaborator and designer.

**Noted differences:** Teachers have a duty to be responsible for what they teach. Students have just have to try and they get the option to fail. However they get to try again.