

Integration of the Big6™ and ISTE NETS for Students

Big6™	ISTE NETS for Students	Explanation
Entire Big6™ model	<ol style="list-style-type: none"> 1. Basic operations and concepts <ol style="list-style-type: none"> a. Students demonstrate a sound understanding of the nature and operation of technology systems. b. Students are proficient in the use of technology. 2. Social, ethical, and human issues <ol style="list-style-type: none"> c. Students develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, and productivity. 	Through the Big6 model, students will use technology skills and become proficient in the use of various technologies. In so doing, students will develop positive attitudes.
<ol style="list-style-type: none"> 1. Task Definition <ol style="list-style-type: none"> 1.1 Define the problem. 1.2 Identify the information requirements of the problem. 	<ol style="list-style-type: none"> 4. Technology Communications Tools <ol style="list-style-type: none"> a. Students use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences. 6. Technology Problem Solving and Decision Making Tools <ol style="list-style-type: none"> a. Students use technology resources for solving problems and making informed decisions. b. Students employ technology in the development of strategies for solving problems in the real world. 	In defining a problem, students may use telecommunications software to collaborate with others or to contact an expert. Students may also use graphic organizers or flowcharting to help define the problem and its information requirements.
<ol style="list-style-type: none"> 2. Information Seeking Strategies <ol style="list-style-type: none"> 2.1 Determine the range of possible sources. 2.2 Evaluate the different possible sources to determine priorities. 	<ol style="list-style-type: none"> 5. Technology research tools <ol style="list-style-type: none"> a. Students use technology to locate, evaluate, and collect information from a variety of sources. c. Students evaluate and select new information resources and technological innovations based on the appropriateness for specific tasks. 	After students have analyzed the type of information resources needed, they will determine the range of possible sources. These sources may include online databases, print or electronic books, newspapers, magazines, encyclopedias, print or electronic maps, videos or websites.
<ol style="list-style-type: none"> 3. Location & Access <ol style="list-style-type: none"> 3.1 Locate sources (intellectually and physically). 3.2 Find information within sources. 	<ol style="list-style-type: none"> 4. Technology communications tools <ol style="list-style-type: none"> a. Students use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences. 5. Technology research tools <ol style="list-style-type: none"> a. Students use technology to locate, evaluate, and collect information from a variety of sources. c. Students evaluate and select new information resources and technological innovations based on the appropriateness for specific tasks. 	Students will use searching skills such as identifying keywords or concepts and Boolean logic as they seek information within databases or through search engines. Students may also use telecommunications as they seek information from others or experts in the field.
4. Use of Information	2. Social, ethical, and human issues	Students may use word

4.1 Engage the information in a source.	a. Students understand the ethical, cultural, and societal issues related to technology.	processing or presentation software to extract the information from a source. As they do so, they need to be aware of issues such as copyright and intellectual property.
4.2 Extract information from a source.	b. Students practice responsible use of technology systems, information, and software.	
	3. Technology productivity tools a. Students use technology tools to enhance learning, increase productivity, and promote creativity.	
	4. Technology communications tools a. Students use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences.	
	5. Technology research tools a. Students use technology to locate, evaluate, and collect information from a variety of sources.	
5. Synthesis		In organizing and presenting information, students may use word processing or presentation software, spreadsheets, databases, interactive multimedia, or video production programs. When presenting information, students need to be aware of copyright issues and proper citation of sources.
5.1 Organize information from multiple sources.	2. Social, ethical, and human issues a. Students understand the ethical, cultural, and societal issues related to technology.	
5.2 Present information.	b. Students practice responsible use of technology systems, information, and software.	
	3. Technology productivity tools a. Students use technology tools to enhance learning, increase productivity, and promote creativity. b. Students use productivity tools to collaborate in constructing technology-enhanced models, prepare publications, and produce other creative works.	
	4. Technology communications tools a. Students use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences. b. Students use a variety of media and formats to communicate information and ideas effectively to multiple audiences.	
	5. Technology research tools b. Students use technology tools to process data and report results.	
6. Evaluation		As students judge their product and process they will assess their own proficiency and productivity in using technology to solve
6.1 Judge the product (effectiveness).	1. Basic operations and concepts b. Students are proficient in the use of technology.	
6.2 Judge the information	2. Technology productivity tools	

process (efficiency).

- a. Students use technology tools to enhance learning, increase productivity, and promote creativity.
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to present information. Students may use graphic organizers or word processing software to analyze their information problem solving process.