West Virginia Technology Standards Alignment with CodeX Curriculum

	Unit 1	Unit 2	Unit 3
Empowered Learner			
T.6-8.1 Navigate a variety of technologies and transfer their knowledge and skills to learn how to use new technologies.			
T.6-8.2 Actively seek performance feedback from people, including teachers and from functionalities embedded in digital tools to improve their learning process, and select technology to demonstrate their learning in a variety of ways.			
T.6-8.3 Identify and develop online networks within school policy, and customize their learning environments in ways that support their learning, in collaboration with an educator.			
T.6-8.4 Articulate personal learning goals, select and manage appropriate technologies to achieve them, and reflect on their successes and areas of improvement in working toward their goals.			
Digital Citizen			
T.6-8.5 Manage their digital identities and reputations within school policy, including demonstrating an understanding of how digital actions are never fully erasable.			
T.6-8.6 Demonstrate and advocate for positive, safe, legal, and ethical habits when using technology and when interacting with others online.			
T.6-8.7 Demonstrate and advocate for an understanding of intellectual property with both print and digital media-including copyright, permission, and fair use by creating a variety of media products that include appropriate citation and attribution elements.			
T.6-8.8 Demonstrate an understanding of what personal data is and how to keep it private and secure, including the awareness of terms such as encryption, Hyper Text Transfer Protocol System (HTTPS), password, cookies and computer viruses; they also understand the limitations of data management and how data-collection technologies work.			
Knowledge Constructor			
T.6-8.9 Communicate complex ideas clearly using various digital tools to convey the concepts textually, visually, graphically, etc.			
T.6-8.10 Locate and collect resources from a variety of sources and organize assets into collections for a wide range of projects and purposes.			
T.6-8.11 Practice and demonstrate the ability to evaluate resources for accuracy, perspective, credibility and relevance.			
T.6-8.12 Demonstrate and practice the ability to effectively utilize research strategies to locate appropriate digital resources in support of their learning.			
Innovative Designer			
T.6-8.13 Create original works or responsibly repurpose other digital resources into new creative works.	[1]		
T.6-8.14 Select appropriate platforms and tools to create, share and communicate their work effectively.			
T.6-8.15 Explore real-world issues and problems and actively pursue an understanding of them and solutions for them.			
Computational Thinker			
T.6-8.16 Select and use digital tools to support a design process and expand their understanding to identify constraints and trade-offs and to weight risks.			
T.6-8.17 Defend the selection of a specific technology tools to complete a learning task.			
Creative Communicator			
T.6-8.18 Publish or present content designed for specific audiences and select platforms that will effectively convey their ideas to those audiences.			
T.6-8.19 Use communication tools (such as email, discussion boards, online conferences, learning management systems, and portfolios) to gather information, share ideas, and respond to questions.			
Global Collaborator			
T.6-8.20 Select collaborative technologies and use them to work with others to investigate and develop solutions related to local and global issues.			
T.6-8.21 Use collaborative technologies to connect with others, including peers, experts, and community members, to learn about issues and problems or to gain broader perspective.			
T.6-8.22 Use digital tools to interact with others to develop a richer understanding of different perspectives and cultures.			

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	Unit 1	Unit 2	Unit 3
Empowered Learner			
T.9-12.1 Articulate personal learning goals, select, and manage appropraite technolgies to achieve them, and reflect on their successes and areas of improvement in working toward their goals.			
T.9-12.2 Develop online networks within school policy, and customize their learning environments in ways that support their learning.			
T.9-12.3 Utilize a variety of technologies and transfer their knowledge and skills to learn how to use new technologies.			
T.9-12.4 Articulate personal learning goals, select and manage appropriate technologies to achieve them, and reflect on their successes and areas of improvement in working toward their goals.			
T.9-12.5 Explore real-world issues and problems and actively pursue an understanding of them and solutions for them.			
T.9-12.6 Locate and collect resources from a variety of sources and organize assets into collections for a wide range of projects and purposes.			
T.9-12.7 Practice and demonstrate the ability to evaluate resources for accuracy, perspective, credibility, and relevance.			
T.9-12.8 Utilize research strategies effectively to locate appropriate digital resources across all content areas.			
Digital Citizens			
T.9-12.9 Keep their personal data private and secure, including the awareness of terms such as encryption, HTTPS, passwords, cookies, and computer viruses; understand the limitations of data management and how data-collection technologies work.			
T.9-12.10 Understand how to manage digital identities and reputations within school policy, including demonstrating an understanding of how digital actions are never fully erasable.			
T.9-12.11 Demonstrate and advocate for positive, safe, legal, and ethical habits when using technology and when interacting with others online.			
T.9-12.12 Demonstrate and advocate for an understanding of intellectual property with both print and digital media-including copyright, permission, and fair use by creating a variety of media products that include appropriate citation and attribution elements.			
Knowledge Constructor			
T.9-12.13 Publish, present, and defend content designed for specific audiences and select platforms that will effectively convey their ideas to those audiences.			
T.9-12.14 Communicate complex ideas clearly using various digital tools to convey the concepts textually, visually, graphically, etc.			
T.9-12.15 Create original works or responsibly repurpose other digital resources into new creative works.	[2]		
Innovative Designer			
T.9-12.16 Engage in a design process and employ it to generate ideas, create innovative products or solve authentic problems.	[3]		
T.9-12.17 Present ideas and information using appropriate tools that are appropriate for specific audiences.			
Computational Thinker			
T.9-12.18 Find or oganize relevant data and use technology to analyze and represent it in various ways to olve problems and make deicisons.			
T.9-12.19 Apply evaluation strategies when using electronic resourxces (such as publication/copyright date, fact vs fiction, sources, credibility, ease of use).			
Creative Communicator			
T.9-12.20 Actively seek performance feedback from people, including teachers, and from functionalities enbedded in digital tools to improve their learning process, and select technology to demonstrate their learning in a variety of ways.			
T.9-12.21 Use communication tools (such as email, discussion boards, online conferences, learning management systems, and portfolios) to gather information, share ideas, and respond to questions.			
Global Collaborator			
T.9-12.22 Use collaborative technologies to connect with others, including peers, experts, and community members, to learn about issues and problems or to gain broader perspective.			
T.9-12.23 Use digital tools to interact with others to mutually develop a richer understanding of different perspectives and cultures.			
T.9-12.24 Explore local and global issues and select collaborative technologies to use to work with others to investigate and develop solutions.			

[1] These are the remixes that begin in Mission 4

[2] The remixes introduced in Mission 4 accomplish this

[3] These are the remixes