# Nevada Computer Education and Technology Modified Standards



The Nevada Revised Statute (NRS) requires students pursuing the Alternative Diploma to attain a minimum number of high school credits, including a half credit in Computer Education and Technology. Digitability includes a system of education that meets the requirements of the suggested modifications to the Nevada Computer Education and Technology Standards, which can be used to inform the content of a half credit course for students with significant cognitive disabilities (SCD). Digitability provides curriculum, training, support, coaching and online assessment tools for progress monitoring data.



#### **Empowered Learner Modified Standards**

- ✓ Students use digital tools to make informed choices about personal and career goals.
- ✓ Students use social media platforms to build social capital.
- ✓ Students actively respond to constructive feedback when using digital tools to create content.



## **Digital Citizen Modified Standards**

- ✓ Students show an ability to represent themselves appropriately on social media and show an understanding of the repercussions of not doing so.
- ✓ Students display an understanding of potential online dangers.
- ✓ Students demonstrate appropriate use of digital materials.
- ✓ Students demonstrate appropriate use of digital materials.
- ✓ Students keep personal information private and show an ability to use their information safely online.



### **Knowledge Constructor Modified Standards**

- ✓ Given a main idea or a topic, student will use digital tools to locate more detailed information about the topic or main idea.
- ✓ Students will use digital tools to create a transition portfolio that supports their postsecondary education or career goals.
- ✓ Students evaluate the credibility of digital information.
- ✓ Students will use digital tools to solve real-world functional problems.











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### **Innovative Designer Modified Standards**

- ✓ Students use various digital platforms to design functional and expressive products.
- ✓ Students revise designed products that are both functional and expressive based on collaboration and constructive feedback.
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- ✓ Students demonstrate perseverance when working with digital tools through self-determined behavior.



### **Computational Thinker Modified Standards**

- ✓ Students use technology to plan and accomplish functional tasks.
- ✓ Students use digital sources of information to problem solve and make informed decisions.
- ✓ Students collaborate with others to use technology to solve problems and express ideas.
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### **Creative Communicator Modified Standards**

- ✓ Students use digital tools for expressive and functional communication.
- ✓ Students use two or more digital platforms to create an original product that is communicative.
- ✓ Students use digital tools to create a product that uses graphic depictions.
- ✓ Students present content created using digital tools.



#### **Global Collaborator Modified Standards:**

- ✓ Students use digital tools to interact with communities outside of their school and immediate social circles.
- ✓ Students use collaborative tools (live and recorded) to connect with members of communities outside of their school and immediate social circles.
- ✓ Students use digital tools to schedule functional community-based routines.
- ✓ Students use digital tools to collaborate on a community-based initiative.









