Correlation to National Standards
International Society for Technology in Education (ISTE)

ISTE Standard	BizMovie Sessions that Address Standard
1. Creativity and Innovation	
a	Apply existing knowledge to generate new ideas, products, or processes	9, 10, 12, 13
b	Create original works as a means of personal or group expression	1, 3, 9, 10, 12, 13
2. Communication and Collaboration	
a	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media	5, 14
b	Communicate information and ideas effectively to multiple audiences using a variety of media and formats	3, 6, 9, 10, 12, 13
d	Contribute to project teams to produce original works or solve problems	9, 10
4. Critical Thinking, Problem Solving, and Decision Making	
b	Plan and manage activities to develop a solution or complete a project	1, 9, 10, 12, 13
d	Use multiple processes and diverse perspectives to explore alternative solutions	1
5. Digital Citizenship	
a	Advocate and practice safe, legal, and responsible use of information and technology	1, 3, 5, 6, 9, 10, 12, 13
b	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity	1, 9, 10, 12, 13
6. Technology Operations and Concepts	
a	Understand and use technology systems	6, 9, 10, 12, 13, 14
b	Select and use applications effectively and productively	1, 5, 9, 10, 12, 13, 14
c	Troubleshoot systems and applications	14
d	Transfer current knowledge to learning of new technologies	1, 9, 10, 12, 13

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