

WI Information & Technology Literacy (ITL) Standards and WI Business Information & Technology (BIT) Standards Comparison Chart

ITL Standard	Examples of ITL	BIT Standard	Project Examples
Empowered Learner	Goal setting Reflection Feedback Publish Information	MG1.c: Relate planning to the success of management's goals. MG1.c.2.e: Produce a plan to accomplish a goal. EN2.b.3.e: Discuss how planning can help to achieve an entrepreneur's goals. EN2.b.8.m: Compose and reflect on a plan to achieve an entrepreneur's goal. MG1.b.2.e: Express methods for measuring achievement of goals. MG1.b.8.m: Describe action that can be taken when a goal is not achieved. MG1.c.6.m: Illustrate the benefits of creating a plan to accomplish a goal. MG1.c.7.m: Produce a multi-step plan for accomplishing a goal and appraise it from other points of view. MG2.a.4.m: Design a team to achieve a goal that includes various roles/functions. BIT.DGC4: Students will create digital images for use in publications, websites, digital slide shows and videos.	SMART goals Bucketlist FlipGrid Google Drawings
Digital Citizen	Passwords Intellectual Property Digital footprint Citations	BC2.a.2.e: Describe responsible digital citizenship. BC3.c: Comprehend the rules of safe and appropriate conduct while communicating digitally BLE4.c: Evaluate laws and legal rules associated with intellectual property. BLE7.a: Determine ethical issues related to information systems, such as access, accuracy and privacy. BLE7.b: Analyze ethical responsibilities and privacy issues when using technology in a business environment. BC4.b.1.e: Describe why it is not right to copy other people's work. BC4.b.2.e: Use digital resource tools to cite sources correctly. BC3.b: Demonstrate appropriate etiquette when using a two-way communication device.	Be Internet Awesome Copyright
Knowledge Constructor	Keyword Search Research with digital tools Exploration questions Curate information from digital sources Produce creative artifacts	C4.a: Demonstrate efficient means of using technology to locate print and digital information to aid in research, analysis, decision making and verifying information. BC3.a: Use digital messaging technologies to send and receive basic messages. DGC2.a.3.e: Design a website using a template. DGC2.a.1.e: Access, navigate and use online resources	Hyperlinking skills Scavenger hunts Digital portfolios
Innovative Designer	Use design process Prototype	BIT.DGC1: Students will create print-quality publications for intended audiences or purposes through the use of advanced layout, design and graphics production	Origami project Scratch coding

	Perseverance	software and hardware. DGC1.a: Use desktop publishing software to produce a variety of publications (i.e., flyers, newsletters, brochures, instructional manuals) IT1.d.3.m: Create linear and nonlinear presentations using hyperlinks	Newsletters Hyperlinks Create your own ending stories
Computational Thinker	Collect data Analyze data with digital tool	IT1.c.2.e: Illustrate data through graphs and charts. IT1.c.1.e: Input data into a spreadsheet. PR1.a.1.e: Define basic programming vocabulary PR1.a.5.e: State the purpose of programming languages. PR1.b.1.m: Convert a word problem into code using top-down design. BCA3.a: Create and analyze spreadsheets. BCA3.b: Illustrate and evaluate graphical data.	Coding in Scratch Market research in Google Forms Google Sheets graphing
Creative Communicator	Create or remix digital sources Publish and present content	BIT.DGC4: Students will create digital images for use in publications, websites, digital slide shows and videos. IT1.d.1.e: Create a digital presentation. IT1.b.1.e: Apply reviewing features of a word processor such as spell check, grammar check and thesaurus. DGC3.c.1.e: Create an edited video sequence from captured digital image files. DGC3.a.1.e: Demonstrate audio recording and editing abilities. BIT.BC6: Students will listen discriminately and respond appropriately to oral communication. BIT.BC5: Students will plan and write documents that are appropriate for the situation, purpose and audience. BC1.c: Plan and present speeches/presentations individually and as a member of a group.	Slide deck presentation Digital portfolios Scratch - remix
Global Collaborator	Team collaboration Global issues	IT1.f.4.m: Create projects collaboratively. BC3.d: Use asynchronous (different time, different place) and synchronous (same time, different place) collaboration tools to facilitate group work. BC2.b: Examine business customs and etiquette of various cultures. MG2.a.4.m: Design a team to achieve a goal that includes various roles/functions.	Group work Shared documents Google Classroom