



Cogno Board Games' Alignment with the International Society for Technology in Education Standards

The International Society for Technology in Education (ISTE) is the trusted source for professional development, knowledge generation, advocacy, and leadership for innovation. A nonprofit membership organization, ISTE provides leadership and service to improve teaching, learning, and school leadership by advancing the effective use of technology in PK–12 and teacher education. ISTE represents more than 85,000 professionals worldwide.

Highlighting Key

Indicates a significant amount of material addresses the standard

Indicates a moderate amount of material is present to develop student understanding of the standard

Creativity and Innovation

- apply existing knowledge to generate new ideas, products, or processes.
- use models and simulations to explore complex systems and issues.
- identify trends and forecast possibilities.

Research and Information Fluency

- plan strategies to guide inquiry.
- locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
- evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
- process data and report results.

Critical Thinking, Problem Solving, and Decision Making

- identify and define authentic problems and significant questions for investigation.
- use multiple processes and diverse perspectives to explore alternative solutions.

Digital Citizenship

- exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- demonstrate personal responsibility for lifelong learning.

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