### Standard 1: Creativity and Innovation

*Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.*

**Students will be able to:**

- **AGD.1.1** Apply existing knowledge to generate graphic products on a small scale.
- **AGD.1.2** Design and create original design works as a means of individual or group expression.
- **AGD.1.3** Use models and simulations to explore complex design and graphics projects.
- **AGD.1.4** Identify trends in design and forecast possible improvements and changes.

### Standard 2: Communication and Collaboration

*Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.*

**Students will be able to:**

- **AGD.2.1** Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- **AGD.2.2** Communicate information and ideas effectively to multiple audiences using a variety of paper and electronic media and formats.
- **AGD.2.3** Contribute to project teams to produce original graphic works or propose design briefs.

### Standard 3: Research and Information Fluency

*Students apply digital tools to gather, evaluate, and use information.*

**Students will be able to:**

- **AGD.3.1** Plan strategies to guide inquiry.
- **AGD.3.2** Locate, organize, analyze, evaluate, synthesize, and ethically use images from a variety of sources and media.
- **AGD.3.3** Evaluate and select information sources and digital tools based on the appropriateness to specific graphic tasks.
## Standard 4: Critical Thinking, Problem Solving, and Decision Making

*Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.*

**Students will be able to:**

| AGD.4.1 | Identify and define authentic design problems and significant questions for design projects. |
| AGD.4.2 | Plan and manage activities to develop a design solution or complete a project. |
| AGD.4.3 | Collect and analyze feedback to identify solutions and/or make informed decisions. |
| AGD.4.4 | Use multiple processes and diverse perspectives to explore alternative solutions to design problems. |

## Standard 5: Digital Citizenship

*Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.*

**Students will be able to:**

| AGD5.1 | Advocate and practice safe, legal, and responsible use of information and technology. |
| AGD5.2 | Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. |
| AGD5.3 | Demonstrate personal responsibility for lifelong learning. |

## Standard 6: Technology Operations and Concepts

*Students demonstrate a sound understanding of technology concepts, systems, and operations.*

**Students will be able to:**

| AGD6.1 | Understand and use technology while working with graphics. |
| AGD6.2 | Select and use graphics applications effectively and productively. |
| AGD6.3 | Troubleshoot digital systems and applications. |
| AGD6.4 | Transfer current knowledge to learning of new technologies and applications. |