### Standard 1: Creativity and Innovation

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

**Students will be able to:**

- **HM.1.1** Apply existing knowledge to generate new ideas, multimedia, or workflows.
- **HM.1.2** Create original works of multimedia as a means of personal or group expression.
- **HM.1.3** Use examples to explore complex files and processes.
- **HM.1.4** Identify trends in media production and forecast possible changes and solutions.

### 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:**

- **HM.2.1** Interact, collaborate, and publish with peers, experts, or others employing a variety of applications and media.
- **HM.2.2** Communicate information and ideas effectively to multiple audiences using a variety of media and applications.
- **HM.2.3** Contribute to project teams to produce original media projects or solve technical problems.

### Standard 3: Research and Information Fluency

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

**Students will be able to:**

- **HM.3.1** Plan strategies to guide inquiry.
- **HM.3.2** Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
- **HM.3.3** Evaluate and select information sources and digital tools based on the appropriateness to specific multimedia 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:**

- **HM.4.1** Identify and define authentic multimedia problems and significant questions for investigation.
- **HM.4.2** Plan and manage activities to develop a multimedia solution or complete a multimedia project.
- **HM.4.3** Collect and analyze data to identify solutions and/or make informed decisions.
- **HM.4.4** Use multiple processes and diverse perspectives to explore alternative multimedia solutions.

## 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:**

- **HM.5.1** Advocate and practice safe, legal, and responsible use of information and technology.
- **HM.5.2** Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- **HM.5.3** 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:**

- **HM.6.1** Understand and use industry standard applications.
- **HM.6.2** Select and use multimedia applications effectively and productively.
- **HM.6.3** Troubleshoot systems and multimedia applications.
- **HM.6.4** Transfer current knowledge to learning of new multimedia technologies.