

NETS•S “2.0” Draft Released

“We are living in exponential times,” says Karl Fisch in a slide presentation posted on his blog, *The Fischbowl* (<http://thefischbowl.blogspot.com/2006/08/did-you-know.html>). “We are currently preparing students for jobs that don’t yet exist using technologies that haven’t been invented in order to solve problems we don’t even know are problems yet,” he continues. In that presentation, Fisch, a computer coordinator at Arapahoe High School in Centennial, Colorado, poses several ideas aimed at clarifying what the students we are teaching today will be facing tomorrow.

It is in this climate Fisch describes that ISTE’s NETS Team sat down to-

Don Knezek and Stephen Andrews listen as Tim Magner shares his vision during the NETS Refresh meeting in ISTE’s Eugene, Oregon, offices.



gether in the organization’s Eugene, Oregon, office in December 2006 to draft a new version of the National Educational Technology Standards for Students (NETS•S).

“As technology, resources, practices, and assessment change over time, it is necessary to review and refresh the standards,” says ISTE CEO Don Knezek. “Within an evolving learning landscape, a connected global community, and a context of emerging technologies, ongoing renewal activities are essential.”

Members of ISTE’s Accreditation and Standards Committee and a wide variety of stakeholders including Tim

Magner, Director, Office of Educational Technology, U.S. Department of Education, and representatives from organizations such as the State Education Technology Directors Association, the National Council for Social Studies, and the National Education Association met over three days to write and review the newest version of NETS•S (See NETS for Students Then and Now below).

NETS for Students Then and Now	
1998	2007
1. Basic Operations and Concepts	1. Creativity and Innovation
2. Social, Ethical, and Human Issues	2. Communication and Collaboration
3. Technology Productivity Tools	3. Research and Information Retrieval
4. Technology Communications Tools	4. Critical Thinking, Problem-solving, and Decision-making
5. Technology Research Tools	5. Digital Citizenship
6. Technology Problem-solving and Decision-making Tools	6. Technology Operations and Concepts



Originally developed through a consensus of education stakeholders in the late 1990s, ISTE's NETS define what students should know and be able to do with technology and are now in use in all 50 U.S. states and many countries. ISTE launched the NETS Refresh Project in July 2006 at the National Educational Computing Conference and has held a number of town-hall style meetings to continue building that consensus and to update the standards. Forums planned for this month include one on March 1 at the California CUE annual conference in Palm Springs and one on March 29 at the National Science Teachers Association annual conference in St. Louis, Missouri.

NETS Refresh Project members will continue gathering reactions to the updated standards through the spring. Final standards for students will be released in June 2007, at NECC in Atlanta, Georgia. ISTE will also launch a similar project for NETS for Teachers in June in Atlanta. *L&L* readers, ISTE members, and other education professionals can participate in the NETS consensus-building process by completing the online survey at <http://www.iste.org/nets-survey/>.

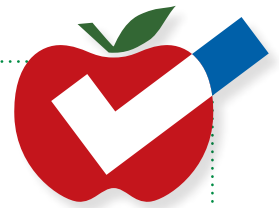
The NETS Project is supported by several sponsors, including Adobe Systems, Apple, Intel, Microsoft, Pearson Education, Promethean, Questia, and SMART Technologies. Learn more about the NETS and the Refresh Project at <http://www.iste.org/nets>.

Team NETS (back row, left to right) James Everett, Stephen Andrews, Paul Reinhart, David Barr, Peggy Kelly, Leslie Conery, Tim Magner, Carla Wade, Anita McAnear. (front row, left to right) Mila Fuller, Andrea Prejean, Gayle Thieman, Don Knezek, Lynn Nolan, Anuja Dharkar, Margaret Honey, Lajeane Thomas, Paige Kuni, Sharnell Jackson, Ashanti Jefferson. Not photographed: Sheryl Abshire, Jill Brown, Phil East, Kathy Hayden, Heidi Rogers.

Make Your Mark

Vote for new ISTE board members March 13–April 13, 2007. Visit <http://www.iste.org/elections/> for the full slate and ballot information. Two-year terms beginning June 2007 include:

- Two At-Large Representatives:
General members involved in any area of educational technology
- One Computer Science Representative:
General member who is a PK–12 or post-secondary education computer science instructor
- One International Representative:
General member from a country other than the United States who is involved in any area of educational technology
- One PK–12 School Representative:
General member who is a PK–12, school-based educator, either classroom teacher or technology coordinator
- One State Technology Director Representative:
General member who is a director of technology for a state education agency



A Brave New World

Second Life, a multi-user virtual environment (MUVE), recently reached 2 million worldwide users and is fast becoming a favorite venue for online learning. ISTE recently built its Second Life headquarters on the newly formed EduIsland, joining 18 other educational organizations and institutions.

Adjacent to other educational “islands” such as InfoIsland I and II and Cybrary City, EduIsland provides a space for educators to network, collaborate, and learn about real-life education opportunities and best practices in Second Life.

ISTE is just beginning to build its presence and is looking for interested members to help build educator resources and programs. For more information or to volunteer, please send e-mail to ISTE General Membership Program Director Jennifer Ragan-Fore at jraganfore@iste.org or meet her “in world” as her Second Life avatar, Kittygloom Cassidy.

To explore ISTE's Second Life headquarters, please visit <http://slurl.com/secondlife/eduisland/37/195/22/>. (If you don't already have a Second Life account, you'll be prompted to create one.)

