

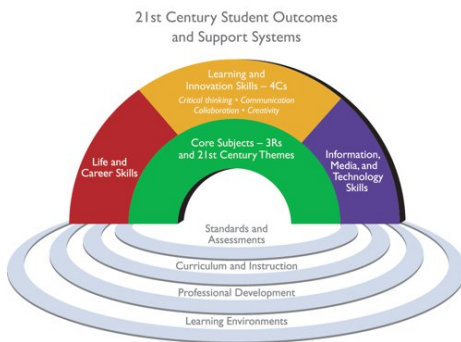
0. 21st Century Technology Integration, Learning
Conditions and Standards - Story Preface

1. MakerSpace for the Humanities
2. Examine the Evidence
3. Big Thinkers: Howard Gardner on Multiple
Intelligences
4. Deeper Learning
5. Digital Transformation
6. Research: The Impact of Primary Sources
7. Research: Informational Text in Learning
8. Research: Into Deeper Learning
9. 21st Century Research and Content Rights

**10. 21st Century Technology Integration,
Learning Conditions and Standards**

The Partnership for 21st Century Learning serves as a catalyst for building collaborative partnerships among education, business, community and government leaders. The intent is to help all learners acquire the knowledge and skills they need to thrive in a world where change is constant and learning never stops.

The P21 Framework presents a holistic view of 21st-century teaching and learning that combines a discrete focus on 21st-century student outcomes (a blending of specific skills, content knowledge, expertise and literacies) with innovative support systems to help students master the multi-dimensional abilities required of them in the 21st century and beyond.



ISTE, The International Society for Technology in Education has led the development of standards for teachers, students and leaders in digital citizenship, technology integration and media in learning. ISTE hosts the world's largest annual education technology conference.

[ISTE Standards for Students](#)

[ISTE Standards for Teachers](#)

[Essential Conditions: Necessary conditions to effectively leverage technology for learning](#)

Edutopia is a leading voice illuminating and showcasing what works in education. They show people how they can adopt best practices and tell stories of innovation and continuous learning in the real world. At [Lucas Education Research](#), we develop and evaluate methods that profoundly impact the course of learning and lifelong achievement. Lucas Education Research strives for quality, replicability, and scalability.

[Five Minute Film Festival: Copyright and Fair Use for Educators](#)

Common Sense Media

Common Sense is a leading, independent advocate for improving the media landscape for kids and families, providing ratings and information on education technology and media resources.

[Common Sense Media Digital Literacy and Citizenship Use Scope and Sequence](#)

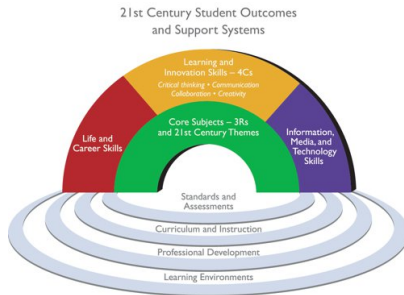
See Alignments to State and Common Core standards for this story online at:

<http://www.awesomestories.com/asset/AcademicAlignment/21st-Century-Technology-Integration-Learning-Conditions-and-Standards-Awesome-Stories-101>

See Learning Tasks for this story online at:

<http://www.awesomestories.com/asset/AcademicActivities/21st-Century-Technology-Integration-Learning-Conditions-and-Standards-Awesome-Stories-101>

Media Stream



P21 Framework

View this asset at: <http://www.awesomestories.com/asset/view/>