

**College and Career Readiness Standards / Texas Essential Knowledge and Skills Alignment**

**Cross Disciplinary**

CCRS	Enrichment		
	Fine Arts	Languages other than English	Technology Applications
<b>I. Key Cognitive Skills</b>			
<b>A. Intellectual curiosity</b>			
I.A.1. Engage in scholarly inquiry and dialogue.		LOTE, Levels V-VII: (1)(B), (1)(D), (3)(A)-(B) Seminar in LOTE: (c)(1), (1)(A)-(F), (c)(2), (2)(A)-(G) Classical Languages, Levels V-VII: (1)(B), (3)(A) Seminar in Classical Languages: (c)(1), (1)(A)-(E), (c)(2), (2)(A)-(G) ASL, Advanced Independent Study: (1)(A), (5)(C)	Grade 6: (2)(C) Grade 7: (1)(D) Fundamentals of Computer Science: (5)(E) Computer Science I: (1)(A)
I.A.2. Accept constructive criticism and revise personal views when valid evidence warrants.	Art I-II: (4)(C) Art III-IV: (4)(D) Musical Theatre I: (5)(C) Musical Theatre II-IV: (5)(D) Theatre I-II: (5)(C) Technical Theatre I-IV: (5)(D)		Web Design: (4)(G)
<b>B. Reasoning</b>			
I.B.1. Consider arguments and conclusions of self and others.	Art, Grades 2-5: (4)(A) Art I: (4)(A) Art II: (4)(A), (4)(C) Art III: (4)(D) Art IV: (4)(C)-(D) Dance IV: (5)(A) Music, Middle School 2: (5)(D) Music, Middle School 3: (5)(C)-(D) Music I-II: (6)(C) Music III: (6)(C), (6)(E) Music IV: (6)(C) Music Studies: (6)(C) Theatre I: (5)(B), (5)(C) Theatre II: (5)(C) Theatre III: (5)(B) Theatre IV: (5)(B), (5)(G) Musical Theatre I: (5)(B), (5)(C) Musical Theatre II-III: (5)(B), (5)(D) Musical Theatre IV: (5)(D) Technical Theatre I: (5)(C) Technical Theatre II-IV: (5)(C), (5)(D)	LOTE, Level III: (1)(B), (3)(A) LOTE, Level IV: (1)(C), (3)(A) LOTE, Levels V-VII: (3)(A)-(B) Seminar in LOTE: (1)(F), (2)(C) Classical Languages, Level IV: (1)(B), (3)(A) Classical Languages, Levels V-VII: (3)(A) Seminar in Classical Languages: (1)(E), (2)(C)	Grades 3-5: (4)(C) Computer Science I: (2)(H) Digital Forensics: (2)(F) Digital Art and Animation: (2)(I) Web Communications: (4)(G) Independent Study in Technology Applications: (1)(D), (1)(H) Independent Study in Evolving/Emerging Technologies: (1)(D), (1)(H)
I.B.2. Construct well-reasoned arguments to explain phenomena, validate conjectures, or support positions.	Art I: (1)(D), (4)(D) Art II: (4)(E) Art III: (4)(A) Art IV: (4)(A) (4)(F) Music, Middle School 1: (5)(D) Music, Middle School 2-3: (5)(E) Music I-IV: (6)(B), (6)(D) Music Studies: (5)(E), (6)(B), (6)(D) Dance, Middle School 2-3: (5)(D) Theatre I: (5)(D) (5)(E) Theatre II: (5)(D) Theatre III-IV: (5)(C) (5)(E) Musical Theatre I: (5)(D) Musical Theatre II-III: (5)(C) Musical Theatre IV: (4)(B) (4)(D) (5)(B) (5)(E) Technical Theatre I-II: (5)(D) (5)(E) Technical Theatre III: (5)(E) (5)(F) Technical Theatre IV: (4)(A) (5)(E) (5)(F)	LOTE, Level IV: (3)(A) LOTE, Levels V-VII: (3)(A)-(B) Classical Languages, Levels V-VII: (3)(A)	Digital Forensics:(1)(A) Digital Communications in the 21st Century: (2)(D), (3)(E) Digital Video and Audio Design: (6)(A)
I.B.3. Gather evidence to support arguments, findings, or lines of reasoning.	Art II: (4)(D) Art III-IV: (3)(A), (3)(D) Dance III: (4)(D) Dance IV: (4)(B) Theatre II-IV:(4)(D)-(E) Technical Theatre I:(4)(A) Technical Theatre II-III: (2)(B), (4)(A)	LOTE, Levels V-VII: (3)(A)-(B) Seminar in LOTE: (2)(A)-(B) Classical Languages, Levels III-VII: (3)(A) Seminar in Classical Languages: (2)(A)-(B)	Kindergarten-Grade 2: (4)(B) Grade 7: (1)(C) Grade 8: (1)(C), (4)(E) Digital Design and Media Production (DDMP): (4)(A) Digi. Comm. in 21st Cent: (2)(A)
I.B.4. Support or modify claims based on the results of an inquiry.		LOTE, Levels V-VII: (3)(A)-(B) Classical Languages, Levels V-VII: (3)(A)	Grade 6:(4)(E) Grade 7: (1)(C), (4)(E) Grade 8: (1)(C) Web Design: (4)(Q)

C. Problem solving		
I.C.1. Analyze a situation to identify a problem to be solved.		Grades 3-5: (4)(A) Grades 6-8: (4)(A) Fundamentals of Computer Science: (2)(B) Computer Science I: (4)(A)-(B) Digi. Comm. in 21st Cent: (7)(A), (8)(A)-(C)
I.C.2. Develop and apply multiple strategies to solve a problem.	Art I: (2)(A) Art III: (2)(B) Theatre I: (3)(D) Theatre III: (3)(E) Theatre IV: (3)(F) Musical Theatre I-II: (3)(D) Musical Theatre III: (3)(C)	Kindergarten-Grade 2: (1)(D)-(E) Grades 6-8: (4)(B), (4)(D) Fundamentals of Computer Science: (2)(A) Computer Science I: (4)(A)-(G) Computer Science II: (1)(A) Computer Science III: (3)(E), (G)-(I) Game Programming and Design: (2)(A) Mobile Application Development: (2)(B)-(F) DDMP: (4)(B) Digi. Comm. in 21st Cent: (1)(A), (2)(B), (7)(A), (8)(A)-(C) Digital Video and Audio Design: (2) Web Communications: (2)(D) Web Design: (2)(D) Web Game Development: (4)(D), (4)(J) Ind. Study in Tech Apps: (1)(B), (4)(B)-(C) Ind. Study in Evolving/Emerging Technologies: (1)(B)
I.C.3. Collect evidence and data systematically and directly relate to solving a problem.		Kindergarten-Grade 2: (1)(D)-(E) Grade 6: (4)(C)-(D) Grades 7-8: (4)(C) Fundamentals of Computer Science: (2)(A) Computer Science I: (4)(H)-(L) Computer Science II: (1)(C) Digi. Comm. in 21st Cent: (1)(A), (2)(B), (7)(A), (8)(A)-(C) Web Communications: (6)(G) Web Design: (6)(G) Ind. Study in Tech Apps: (1)(B), (4)(D) Ind. Study in Evolving/Emerging Technologies: (1)(B), (4)(D)
D. Academic behaviors		
I.D.1. Self-monitor learning needs and seek assistance when needed.		Fundamentals of Computer Science: (2)(A) Digital Forensics: (2)(F) Game Programming and Design: (2)(A) DDMP: (4)(D)
I.D.2. Use study habits necessary to manage academic pursuits and requirements.		
I.D.3. Strive for accuracy and precision.		
I.D.4. Persevere to complete and master tasks.		
E. Work habits		
I.E.1. Work independently.	Dance Middle School 1: (1)(A), (2)(D) Dance, Middle School 2-3: (1)(A) (2)(D), (3)(B) Dance, II-IV: (1)(A) Music, Kindergarten, Grades 2 and 4: (2)(C) Music, Middle School 1-3: (3)(A)-(E) Theatre, Grades 4-5: (2)(D) Theatre, Grade 5: (2)(D) Theatre, Middle School 2: (2)(D) Theatre, Middle School 3: (2)(C) Theatre IV: (2)(E) Musical Theatre IV: (1)(E)	Grades 3-5: (2)(A) Grade 8: (1)(B) Computer Science I (1)(A), (3)(A)-(B) Digital Art and Animation: (2)(B) DDMP: (4)(E) Digi. Comm. in 21st Cent: (3)(A) Digital Video and Audio Design: (2)
I.E.2. Work collaboratively.	Art I-IV: (2)(E), (3)(C) Dance, Middle School 1-3: (3)(B) Music, Middle School 1-3: (3)(A)-(B) Theatre, Grades 1-3: (3)(D) Theatre, Grades 4-5: (2)(D)-(E), (3)(D) Theatre, Middle School 1: (3)(A), (3)(C) Theatre, Middle School 2: (2)(D), (2)(G) Theatre I: (3)(C) Theatre II-III: (3)(D) Theatre IV: (2)(E) Musical Theatre I: (3)(E) Musical Theatre II: (1)(H), (2)(F) Musical Theatre III: (1)(G), (2)(F), (3)(D) Musical Theatre IV: (1)(H), (2)(G)	Grades 3-5: (2)(A), (2)(C)-(D) Grades 6-7: (2)(A) Grade 8: (1)(B), (2)(A)-(B) Fundamentals of Computer Science: (2)(A) Computer Science I: (3)(A)-(B) Computer Science III: (2)(C) Digital Forensics: (2)(C)-(D) and (2)(F) Game Programming and Design: (2)(A) Mobile Application Development: (2)(A)-(B) DDMP: (4)(E) Digital Art and Animation: (2)(B)-(C), (2)(F), and (2)(I) Digi. Comm. in 21st Cent: (3)(B)-(F), (4)(A), (4)(D) Digital Video and Audio Design: (2), (8)(A)-(B) Web Communications: (1)(A) Web Design: (1)(A) Web Game Development: (2)(F) Ind. Study in Tec Apps: (1)(D), (1)(H), (2)(G), (2)(I) Ind. Study in Evolving/Emerging Technologies: (1)(D), (1)(H), (2)(G), (2)(I)

F. Academic integrity			
I.F.1. Attribute ideas and information to source materials and people.		LOTE, Levels V-VII: (3)(A)-(B) Seminar in LOTE: (2)(F) Classical Languages, Levels III-VII: (3)(A) Seminar in Classical Languages: (2)(F)	Grade 6: (5)(A)-(B) Grade 7: (5)(A)-(C) Grade 8: (5)(A)-(D) Fundamentals of Computer Science: (5)(A) Computer Science I: (5)(B) Computer Science II: (5)(B) Digital Forensics: (5)(A)-(K) Game Programming and Design: (5) (A)-(B) Mobile Application Development: (2)(A), (r)(F),(5)(C), (5)(G) DDMP: (5)(A) Digital Art and Animation: (5)(A) 3-D Modeling and Animation: (5)(A) Digi. Comm. in 21st Cent: (1)(C), (5)(A)-(C), (9)(A), (10)(B) Digital Video and Audio Design: (8)(A)-(B). Web Communications: (2)(B)-(C), (3)(A)-(B), (3)(D)-(E), (5)(A) Web Design: (2)(B)-(C), (3)(A)-(E), (4)(C)-(D), (5)(F)-(G) Web Game Development: (5)(G) Ind. Study in Tech Apps: (3)(D), (5)(A)-(C) Ind. Study in Evolving/Emerging Technologies: (3)(D), (5)(A)-(C)
I.F.2. Evaluate sources for quality of content, validity, credibility, and relevance.		Classical Languages, Levels III-VII: (2)(C)	Grades 3-5:(3)(C) Grade 8: (6)(A) Fundamentals of Computer Science: (5)(F) Computer Science III: (5)(A)-(B) Digital Forensics: (4)(A), (5)(A)-(K) DDMP: (3)(B) Digital Art and Animation: (5)(D) 3-D Modeling and Animation: (5)(D) Digi. Comm. in 21st Cent: (1)(C), (5)(A)-(C), (10)(B) Digital Video and Audio Design: (8)(A)-(B) Web Communications: (2)(B)-(C), (3)(A)-(B), (3)(D)-(E), (5)(A) Web Design: (2)(B)-(C), (3)(A), (4)(C)-(D) Web Game Development: (2)(A) Ind. Study in Tech Apps: (3)(D) Ind. Study in Evolving/Emerging Technologies: (3)(D)
I.F.3. Include the ideas of others and the complexities of the debate, issue, or problem.			Grade 8: (5)(D) Digital Forensics: (5)(A)-(K) Game Programming and Design:(5)(E)-(F) Mobile Application Development: (5)(F) Digi. Comm. in 21st Cent: (1)(B)-(C), (5)(A), (10)(A)-(B) Digital Video and Audio Design: (8)(C)-(D) Web Game Development: (5)(D) Ind. Study in Tech Apps: (3)(D) Ind. Study in Evolving/Emerging Technologies: (3)(D), (3)(F)-(G)
I.F.4. Understand and adhere to ethical codes of conduct.			Kindergarten-Grade 2: (5)(A)-(C) Grade 3-5: (5)(A)-(F) Grades 6-7: (5)(A)-(D) Grade 8: (5)(A)-(D), (6)(A) Fundamentals of Computer Science: (5)(A)-(C) Computer Science I: (5)(A)-(E) Computer Science II: (5)(A)-(C) Computer Science III: (5)(A)-(C) Digital Forensics: (5)(A)-(K) Game Programming and Design: (5)(A)-(F) Mobile Application Development: (5)(A)-(H) DDMP: (5)(A)-(D), (6)(A)-(H) Digital Art and Animation: (5)(A) 3-D Modeling and Animation: (5)(A)-(D) Digi. Comm. in 21st Cent: (1)(C), (9)(A), (10)(A)-(B) Digital Video and Audio Design: (3)(C), (8)(A)-(G) Web Communications: (3)(D)-(E), (4)(D), (5)(A), (5)(D) Web Design: (2)(B)-(C), (3)(A)-(B), (3)(D)-(E), (3)(I), (4)(C), (4)(P), (5)(A), (5)(J) Web Game Development:(5)(A)-(G) Ind. Study in Tech Apps: (3)(D), (5)(A)-(G) Ind. Study in Evolving/Emerging Technologies: (3)(D), (5)(A)-(G)

II. Foundational Skills			
A. Reading across the curriculum			
II.A.1. Use effective prereading strategies.			
II.A.2. Use a variety of strategies to understand the meanings of new words.	Art, Grades 3-5: (1)(B) Dance I-IV: (1)(C) Music, Grades 1-3: (1)(C) Music, Grades 4-5: (1)(C), (2)(C) Music, Middle School 1-2: (2)(A) Music I: (1)(C)-(D) Music II: (1)(D), (1)(F), (1)(G) Music III: (1)(C), (1)(D), (1)(F), (1)(H) Music IV: (1)(C), (1)(F) Music Studies: (1)(C) (1)(D) Theatre, Grade 4: (1)(G) Theatre, Middle School 1-3: (1)(E) Musical Theatre I-II: (1)(F) Musical Theatre III: (1)(H) Technical Theatre I-IV: (1)(A)	LOTE, Levels I-IV: (2)(C) Classical Languages, Levels I-II: (2)(C) Classical Languages, Levels III-IV: (2)(D) Discovering Languages and Cultures: (2)(A) Special Topics in Language and Culture: (3)(B), (4)(B)	3-D Modeling and Animation: (2)(A) Ind. Study in Tech App: (6)(D) Ind. Study in Evolving/Emerging Technologies: (6)(D)
II.A.3. Identify the intended purpose and audience of the text.	Theatre II: (1)(D), (3)(B), (3)(C) Theatre III: (1)(D), (2)(C), (3)(B) Theatre IV: (1)(D), (2)(C), (2)(D), (3)(B) Musical Theatre I: (1)(E) Musical Theatre II: (1)(E), (2)(E) Musical Theatre III: (1)(E)	Classical Languages, Levels III-VII: (2)(C)	
II.A.4. Identify the key information and supporting details.		LOTE, Levels I-IV: (2)(B) LOTE, Levels V-VII: (c)(2) Classical Languages, Levels I-IV: (2)(B) Classical Languages, Levels V-VII: (c)(2)	
II.A.5. Analyze textual information critically.	Theatre I: (1)(D) Theatre II: (1)(D), (3)(B), (3)(C) Theatre III: (1)(D), (2)(C), (3)(B) Theatre IV: (1)(D), (2)(C)-(D), (3)(B) Musical Theatre I: (1)(E) Musical Theatre II: (1)(E), (2)(E) Musical Theatre III: (1)(E), (2)(E) Musical Theatre IV: (2)(E) Technical Theatre I: (1)(H) Theatre II: (1)(E) Technical Theatre III-IV: (1)(E)	LOTE, Level III: (2)(D) LOTE, Level IV: (2)(A)-(B), (2)(D) LOTE, Levels V-VII: (2)(A)-(B) Seminar in LOTE: (2)(D) Classical Languages, Level III: (2)(C), (2)(D) Classical Languages, Level IV: (2)(A)-(C), (2)(E) Classical Languages, Levels V-VII: (2)(A)-(C) Seminar in Classical Languages: (2)(D) ASL, Levels I-IV: (2)(B) ASL, Advanced Independent Study: (2)(B) Special Topics in Language and Culture: (4)(C)	
II.A.6. Annotate, summarize, paraphrase, and outline texts when appropriate.		LOTE, Levels III-IV: (2)(B) Classical Languages, Levels III-IV: (2)(B)	
II.A.7. Adapt reading strategies according to structure of texts.	Theatre, Middle School 1-3: (1)(F) Theatre II: (1)(D), (3)(B), (3)(C) Theatre III: (1)(D), (2)(C), (3)(B) Theatre IV: (1)(D), (2)(C)-(D), (3)(B) Musical Theatre I: (1)(E), (2)(E) Musical Theatre II-III: (1)(E)	Classical Languages, Levels III-VII: (3)(B)	Ind. Study in Tech Apps: (4)(G) Ind. Study in Evolving/Emerging Technologies: (4)(G)
II.A.8. Connect reading to historical and current events and personal interest.	Art, Middle School 1-2: (3)(A), (3)(C) Art, Middle School 3: (3)(A)-(C) Art I: (3)(A) Art III-IV: (3)(A) Dance, Middle School 1-2: (5)(B) Dance I-II: (5)(C) Music, Grade 3: (5)(C) Music, Grades 4-5: (5)(C)-(D) Music I: (5)(D) Music II-IV: (5)(C) Theatre, Grades 4-5: (4)(A), (4)(C) Theatre, Middle School 2-3: (4)(A)-(C) Theatre I: (4)(C)-(E) Theatre II-IV: (4)(A)-(E) Musical Theatre I: (4)(A)-(C), (4)(E) Musical Theatre II: (4)(A)-(C) Musical Theatre III: (4)(A)-(B), (4)(D)-(E) Musical Theatre IV: (4)(A), (4)(C)-(D) Technical Theatre I: (4)(A)-(C) Technical Theatre II: (4)(B)-(D), (4)(F) Technical Theatre III: (4)(D)-(F) Technical Theatre III: (4)(A)-(D)	LOTE, Levels V-VII: (2)(A)	

B. Writing across the curriculum			
II.B.1. Write clearly and coherently using standard writing conventions.		LOTE, Level IV: (1)(A)-(E),(1)(G), (3)(A)-(C) LOTE, Levels V-VII: (1)(C)-(D), (3)(B) Seminar in LOTE: (1)(D)-(E), (2)(E) Classical Languages, Level V-VII: (1)(B), (3)(A) Seminar in Classical Languages: (1)(D), (2)(E)	Kindergarten-Grade 2: (2)(A), (2)(C) Grades 3-5: (2)(A)-(B), (4)(C) Grade 6: (1)(B), (2)(A)-(B), (3)(B) Grade 8: (2)(C) Digital Video and Audio Design: (1)(A)-(B)
II.B.2. Write in a variety of forms for various audiences and purposes.	Art, Graded 3-5: (4)(B) Art, Middle School 1-3: (4)(A) Art I: (4)(B) Art III-IV: (4)(C) Theatre, Middle School 1: (5)(B) Theatre I: (2)(F), (5)(D)-(E) Theatre III: (2)(E) Musical Theatre I: (2)(G) (5)(D) Musical Theatre II: (2)(F) (3)(D) Technical Theatre I: (5)(D)-(E) Technical Theatre II-IV: (5)(E)-(F)	LOTE, Levels I-II: (1)(A)-(D), (1)(F), (3)(A)-(B) LOTE, Level III: (1)(A)-(D), (1)(F), (3)(A)-(C) LOTE, Level IV: (1)(A)-(E), (1)(G), (3)(A)-(C) LOTE, Levels V-VII: (1)(C)-(D), (3)(B) Seminar in LOTE: (1)(D)-(E), (2)(E) Classical Languages, Level I: (1)(A)-(B), (3)(A)-(B) Classical Languages, Level II: (1)(A)-(C), (3)(A)-(B) Classical Languages, Level III-VII: (1)(A)-(C), (3)(A) Seminar in Classical Languages: (1)(D), (2)(E)	Kindergarten-Grade 2: (2)(A) Digital Video and Audio Design: (1)(A)-(B)
II.B.3. Compose and revise drafts.			Kindergarten-Grade 2: (1)(C) Grades 3-5: (2)(A) Digital Video and Audio Design: (1)(B)
C. Research across the curriculum			
II.C.1. Understand which topics or questions are to be investigated.	Art II: (3)(D)	Seminar in LOTE: (1)(A) Seminar in Classical Languages: (1)(A)	Grade 6:(3)(A)-(B) Grade 7: (3)(A) Grade 8: (3)(A)-(B) Fundamentals of Computer Science: (1)(A)
II.C.2. Explore a research topic.	Art III: (3)(A) Theatre II-IV: (4)(D)-(E) Technical Theatre I-III: (4)(A)	LOTE, Levels V-VII: (3)(A)-(B) Seminar in LOTE: (c)(1), (1)(A)-(F) Classical Languages, Level V-VII: (3)(A) Seminar in Classical Languages: (c)(1), (1)(A)-(E) Special Topics in Language and Culture: (3)(B), (5)(B)	Kindergarten-Grade 2: (3)(A), (3)(B) Grade 6: (3)(A)-(B) Grade 7: (3)(A) Grade 8: (3)(A) Computer Science II: (2)(A) Digital Art and Animation: (2)(B)-(C) 3-D Modeling and Animation: (3)(B)-(C) Web Game Development: (3)(A), (3)(C), (3)(K), (3)(M), (3)(Q)-(R), (4)(M)
II.C.3. Refine research topic based on preliminary research and devise a timeline for completing work.			K-Grade 2: (3)(B) Grade 7: (3)(A) Grade 8: (3)(A)-(C) Ind. Study in Tech Apps: (2)(B) Ind. Study in Evolving/Emerging Technologies: (2)(B))
II.C.4. Evaluate the validity and reliability of sources.		Seminar in LOTE: (2)(D) Seminar in Classical Languages: (2)(D)	K-Grade 2: (3)(C) Grade 7: (3)(B) Grade 8: (3)(B)-(D) Web Game Development: (3)(A), (3)(C), (3)(K), (3)(M), (3)(Q)-(R)
II.C.5. Synthesize and organize information effectively.		LOTE, Levels V-VI: (3)(A)-(B) LOTE, Level VII: (2)(A)-(D), (3)(A)-(B) Seminar in LOTE: (c)(2) Classical Languages, Level V-VII: (3)(A) Seminar in Classical Languages: (c)(2)	Grade 7: (3)(C) Grade 8: (3)(C)-(D)
II.C.6. Design and present an effective product.	Technical Theatre I-III: (2)(B)	LOTE, Level V-VII: (3)(A)-(B) Seminar in LOTE: (c)(2), (2)(A)-(G) Classical Languages, Level V-VII: (3)(A) Seminar in Classical Languages: (c)(2), (2)(A)-(G)	K-Grade 2: (1)(B) Grade 3-5:(1)(A)-(B) Grade 6: (1)(B) Grade 7: (1)(B), (2)(C), (3)(D) Grade 8: (3)(D) Fundamentals of Computer Science: (1)(C), (2)(F)-(G) Game Programming and Design: (4)(A)-(H) Web Game Development: (3)(A) Ind. Study in Tech Apps: (1)(I) Ind. Study in Evolving/Emerging Technologies: (1)(I)
II.C.7. Integrate source material.		LOTE, Levels V-VII: (3)(A)-(B)	Grade 6: (5)(B)
II.C.8. Present final product.		LOTE, Levels V-VII: (3)(A) Seminar in LOTE: (2)(G) Classical Languages, Levels V-VII: (3)(A) Seminar in Classical Languages: (2)(G) Special Topics in Language and Culture: (3)(B)	Grade 7: (1)(B), (3)(D) Game Programming and Design: (4)(A)-(H)
D. Use of data			
II.D.1. Identify patterns or departures from patterns among data.			Grade 8: (1)(D) Fundamentals of Computer Science: (1)(D) Computer Science II: (1)(G)-(H), (4)(A)-(MM) Computer Science III: (1)(A) and (F)-(G) Digital Forensics: (3)(A), (4)(A)-(B)

II.D.2. Use statistical and probabilistic skills necessary for planning an investigation and collecting, analyzing, and interpreting data.			Grade 8: (1)(D) Fundamentals of Computer Science: (1)(D) Computer Science II: (1)(G)-(H), (4)(A)-(MM) Computer Science III: (1)(A), (1)(F)-(G) Digital Forensics: (3)(A), (4)(A)-(B)
II.D.3. Present analyzed data and communicate findings in a variety of formats.			K-Grade 2: (4)(D) Grade 6: (3)(D) Grade 8: (1)(C) Computer Science II: (1)(A), (1)(C), (4)(A)-(MM) Digital Forensics: (3)(A), (4)(A)-(B)
<b>E. Technology</b>			
II.E.1. Use technology to gather information.	Dance, Middle School 1-3: (3)(C) Dance III: (4)(D) Dance IV: (4)(B)	Seminar in LOTE: (c)(2) Seminar in Classical Languages: (c)(2) ASL, Levels I-IV: (3)(A) ASL, Advanced Independent Study: (3)(A)	K-Grade 2: (1)(C), (4)(A) Grade 3-5: (3)(A)-(B), (3)(D), (4)(B), (4)(D) Grade 6: (3)(B)-(D), (4)(B)-(C), (5)(A)-(B) Grade 7: (4)(A)-(D), (5)(A), (6)(B), (6)(L)-(N) Grade 8: (1)(C), (2)(A) Fundamentals of Computer Science: (1)(B), (1)(C), (3)(A)-(B), (4)(B), (4)(F)-(H), (4)(N), (5)(A)-(D), (5)(F) Computer Science I: (1)(C), (3)(A)-(B), (5)(B), (5)(E), (6)(A) Computer Science II: (1)(A)-(I), (4)(A)-(MM), (5)(A)-(C), (6)(A)-(F) Computer Science III: (1)(A), (3)(A)-(MM), (6)(A)-(D) Digital Forensics: (3)(A)-(L), (4)(A)-(B), (6)(B)-(C) Game Programming and Design: (1)(K)-(L), (2)(A)-(F), (3)(A)-(B), (4)(A)-(H), (6)(A)-(S) Mobile Application Development: (4)(A)-(K), (5)(A)-(H), (6)(A)-(K) DDMP: (3)(A)-(C) Digital Art and Animation: (3)(D)-(F), (5)(A)-(D), (6)(A)-(D) 3-D Modeling and Animation: (1)(K), (3)(D) Digi. Comm. in 21st Cent: (1)(B)-(C), (5)(A)-(C), (6)(A)-(C), (7)(A)-(D), (8)(A)-(D), (9)(A)-(D), (10)(A), (11)(A)-(C), (12)(A)-(C) Digital Video and Audio Design: (3)(A) Web Communications: (1)(B), (3)(A)-(G), (6)(I) Web Design: (3)(A)-(I), (M), (3)(T)-(V), (4)(O), (5)(F)-(G), (6)(I) Web Game Development: (1)(A), (3)(A), (3)(C) Ind. Study in Tech Apps: (3)(B) Ind. Study in Evolving/Emerging Technologies: (3)(B)
II.E.2. Use technology to organize, manage, and analyze information.	Dance I: (5)(D) Dance II: (4)(D), (5)(D) Dance IV: (4)(D) Music, Middle School 1-3: (1)(A) Music I-IV: (1)(A) Music Studies: (1)(A)	Seminar in LOTE: (c)(2) Seminar in Classical Languages: (c)(2)	K-Grade 2: (2)(A), (2)(C), (4)(B)-(D) Grade 3-5: (2)(A)-(B), (3)(C), (4)(B), (4)(D) Grade 6: (1)(A), (3)(B)-(D), (6)(L) Grade 7: (1)(B)-(C), (4)(A)-(D), (6)(L)-(N) Grade 8: (1)(A), (2)(A), (6)(B)-(D), (6)(G), (6)(L) Fundamentals of Computer Science: (1)(A), (2)(A), (4)(E)-(K), (4)(N), (6)(B) Computer Science I: (2)(G)-(H), (3)(A)-(B) Computer Science II: (1)(A)-(I), (2)(A), (2)(C), (4)(A)-(MM), (6)(A)-(F) Computer Science III: (1)(A) and (1)(C)-(H), (6)(A)-(D) Digital Forensics: (1)(D), (3)(A)-(L), (6)(C), (6)(G) Game Programming and Design: (1)(K)-(L), (2)(A)-(F), (3)(A)-(B), (4)(A)-(H), (6)(A)-(S) Mobile Application Development: (3)(A)-(D), (4)(A)-(K), (6)(H), (6)(J)-(K) DDMP: (3)(A)-(C) Digital Art and Animation: (1)(E)-(F), (1)(J), (4)(A)-(H) 3-D Modeling and Animation: (2)(A), (3)(G), (6)(A)-(D) Digi. Comm. in 21st Cent: (1)(C), (2)(A)-(E), (3)(B)-(F) Digital Video and Audio Design: (3)(A), (10)(A) Web Communications: (1)(B)-(C), (4)(B)-(D), (6)(G)-(J) Web Design: (3)(I)-(L), (4)(A)-(Q), (6)(G)-(I) Web Game Development: (1)(A), (1)(D), (2)(F) Ind. Study in Tech Apps: (1)(C)-(D), (1)(H), (2)(G)-(I), (3)(A)-(E), (4)(A)-(H), (5)(A)-(G), (6)(A)-(D) Ind. Study in Evolving/Emerging Technologies: (1)(C)-(D), (1)(H), (2)(G)-(I), (3)(A)-(E), (4)(A)-(H), (5)(A)-(G), (6)(A)-(D)

<p>II.E.3. Use technology to communicate and display findings in a clear and coherent manner.</p>	<p>Dance III: (5)(D)  Dance IV: (4)(B)  Theatre II-IV: (5)(F)  Musical Theatre I: (5)(G)  Musical Theatre II-IV: (5)(H)  Technical Theatre I: (5)(G)  Technical Theatre II-IV: (5)(I)</p>	<p>ASL, Levels II-IV: (5)(B)  ASL, Advanced Independent Study: (5)(B)</p>	<p>K-Grade 2: (2)(A), (2)(C)  Grade 3-5: (2)(A)-(B), (4)(C)  Grade 6: (1)(B), (2)(A)-(B), (3)(B)-(D), (5)(B), (6)(G), (6)(N)  Grade 7: (1)(B)-(C), (2)(A)-(B), (6)(L)-(N)  Grade 8: (2)(A)-(C), (5)(D), (6)(L)-(N)  Fundamentals of Computer Science: (1)(A), (1)(B), (2)(B), (2)(C), (4)(B) and (F)-(N), (5)(A)-(F)  Computer Science I: (1)(A)-(C), (2)(A)-(G), (3)(A)-(B), (6)(H)-(J)  Computer Science II: (1)(A)-(I), (2)(B)-(G), (4)(A)-(MM), (6)(A)-(F)  Computer Science III: (2)(B)-(C), (6)(A)-(D)  Digital Forensics: (3)(A)-(L), (4)(A)-(B)  Game Programming and Design: (1)(E)-(L), (2)(A)-(I58F), (3)(A)-(B), (4)(A)-(H), (6)(A)-(S)  Mobile Application Development: (1)(A)-(F), (2)(F), (4)(A)-(K)  DDMP: (1)(A)-(C), (2)(A)-(D), (3)(A)-(C)  Digital Art and Animation: (2)(D)-(E), (2)(G)-(H), (4)(A)-(H)  3-D Modeling and Animation: (2)(G)-(H), (3)(E)-(G), (6)(A)-(D)  Digi. Comm. in 21st Cent: (1)(C), (2)(A)-(E), (3)(A)-(F), (4)(A)-(E), (5)(A)-(C), (6)(A)-(C), (7)(A)-(D), (8)(A)-(D), (9)(A)-(D), (10)(A), (11)(A)-(C), (12)(A)-(C)  Digital Video and Audio Design: (3)(A)-(C), (5)(B)-(C), (10)(B)  Web Communications: (1)(B), (1)(D)  Web Design: (1)(A)-(G), (2)(E), (3)(H), (3)(N), (4)(A)-(B)  Web Game Development: (1)(A), (1)(D), (2)(F), (3)(F), (6)(A)-(C)  Ind. Study in Tech Apps: (1)(A)-(J), (2)(A)-(I), (3)(A)-(E), (4)(A)-(H), (5)(A)-(G), (6)(A)-(D)  Ind. Study in Evolving/Emerging Technologies: (1)(A)-(J), (2)(A)-(I), (3)(A)-(E), (4)(A)-(H), (5)(A)-(G), (6)(A)-(D)</p>
<p>II.E.4. Use technology appropriately.</p>	<p>Art I: (4)(C)  Art II: (4)(D)  Art III-IV: (4)(E)  Dance, Middle School 1-3: (3)(C)  Dance I: (5)(D)  Dance II-III: (4)(D), (5)(D)  Dance IV: (4)(B), (4)(D)  Music, Middle School 1-3: (1)(A)  Music I-IV: (1)(A)  Music Studies: (1)(A)  Theatre, Middle School 1-3: (3)(D)  Theatre I: (5)(G)  Theatre II-IV: (5)(F)  Musical Theatre I: (5)(G)  Musical Theatre II-IV: (5)(H)  Technical Theatre I: (5)(G)  Technical Theatre II-IV: (5)(I)</p>		<p>K-Grade 2: (1)(A)-(B), (D)-(E), (2)(B)-(D), (4)(A)-(D), (5)(A)-(C), (6)(A)-(G)  Grade 3-5: (1)(A)-(C), (2)(A)-(E)-(F), (3)(A)-(C), (4)(A)-(D), (5)(A)-(F), (6)(A)-(E)  Grade 6: (1)(A)-(C), (2)(A)-(B), (3)(B)-(D), (4)(B)-(C), (4)(F), (5)(A)-(D), (6)(B)-(G), (6)(J)-(N)  Grade 7: (1)(A)-(C), (2)(A)-(B), (4)(A)-(D), (4)(F), (5)(A), (6)(B)-(G), (6)(J)-(N)  Grade 8: (1)(A)-(C), (2)(A)-(C), (5)(A)-(D), (6)(B)-(G), (6)(J)-(N)  Fundamentals of Computer Science: (1)(B)-(G), (2)(A)-(C), (3)(A)-(B), (4)(A)-(C) and (E)-(N), (5)(A)-(D), (5)(F), (6)(A)-(F)  Computer Science I: (1)(A)-(C), (2)(A)-(G), (3)(A)-(B), (4)(A)-(W), (5)(A)-(D), (6)(A)-(V)  Computer Science II: (1)(A)-(I), (2)(A)-(G), (3)(A)-(H), (4)(A)-(MM), (5)(A)-(C), (6)(A)-(F)  Computer Science III: (5)(A)-(C), (6)(A)-(D)  Digital Forensics: (3)(A)-(L), (4)(A)-(B), (5)(A)-(K), (6)(A)-(M)  Game Programming and Design: (1)(E)-(L), (2)(A)-(F), (3)(A)-(B), (4)(A)-(H), (6)(A)-(S)  Mobile Application Development: (1)(A)-(F), (2)(C), (4)(A)-(K), (5)(A)-(H), (6)(A)-(K)  DDMP: (1)(A)-(C), (2)(A)-(D), (3)(A)-(C), (4)(A)-(F), (5)(A)-(D), (6)(A)-(H)  Digital Art and Animation: (1)(E), (2)(G), (4)(A)-(H), (5)(A)-(D), (6)(A)-(D)  3-D Modeling and Animation: (1)(A)-(L), (2)(A)-(I), (3)(E)-(G), (4)(A)-(H), (5)(A)-(D), (6)(A)-(D)  Digi. Comm. in 21st Cent: (1)(A)-(C), (2)(A)-(E), (3)(A)-(F), (4)(A)-(E), (5)(A)-(C), (6)(A)-(C), (7)(A)-(D), (8)(A)-(D), (9)(A)-(D), (10)(A), (11)(A)-(C), (12)(A)-(C)  Digital Video and Audio Design: (1)(A)-(L), (2)(A)-(I), (3)(E)-(G), (4)(A)-(H), (5)(A)-(D), (6)(A)-(D)  Web Communications: (1)(B), (1)(D), (2)(A), (4)(A)-(B), (4)(E)-(F), (6)(A)-(J)  Web Design: (1)(A)-(G), (2)(A)-(E), (3)(A)-(V), (4)(A)-(Q), (5)(A)-(J), (6)(A)-(S)  Web Game Development: (1)(A)-(D), (2)(B)-(F), (3)(A)-(R), (4)(A)-(O), (5)(A)-(G), (6)(A)-(C)  Ind. Study in Tech Apps: (1)(A)-(J), (2)(A)-(I), (3)(A)-(E), (4)(A)-(H), (5)(A)-(G), (6)(A)-(D)  Ind. Study in Evolving/Emerging Technologies: (1)(A)-(J), (2)(A)-(I), (3)(A)-(E), (4)(A)-(H), (5)(A)-(G), (6)(A)-(D)</p>