$\sim$								
I can haz learning?	WHAT?	KNOWING	DOING	UNDERSTANDING	JUDGING	CREATING		
	Content or idea studied	You have remembered some information on the chosen keyword.	You have practically applied the keyword in some way.	You can think more deeply about the keyword, the context it exists in and why it is so.	You can critically assess the keyword and think about its importance, strengths, limitations, implications, connections?	You can use your experience in knowing, doing, understanding and judging to create something new, useful or interesting.		
	Intellectual Property Creative Commons	CC is a way to share your work with others, and to reuse the work of others.	I can add a CC license to my work, search for, use and attribute CC materials.	CC is a response to copyright, and allows sharing of culture and knowledge.	CC means I have less material to use in ICT than other subjects, but it is legal and I get to build on the work of others.	I created some new digital artwork, which I have shared online using Flickr.	Guidelines	
Hz/GHz Priisning kB/MB/GB/TB <b>email</b>	conditional tcp/ip embed Scratch SPAM programming Scratch SPAM processor scam Security  ail Land Land Land Land Land Land Land Land		troubleshooting analysing evaluating creating implications Genuine problem collaboration gumption prediction individual collaboration gumption prediction individual group leadersh transdisciplinary decision making productivity iterations cause & effect client Creativity		societal change workplace workplace balance ship mo	balance ICT vs technology		

privacy

Internet vs WWW file types pdf png file conversion network of networks xlsx csv jpg m4v social networking notifications interpersonal relationships ICENTITY

participation IRL personal safety

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technical vocabulary sewing hardware

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components hand tools complex systems

packet switching mp3

mobile tablet

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smartphone

audio editing movie editing citation representation

technical writing genre search multiple sources purpose

multimedia collaboration digital portfolio evaluate information refine reflective writing subject specific narrative data graphic design visualisation publishing online

incentive attribution knowledge

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Where Are The Outcomes & Levels?

Educators love outcomes, levels and descriptors. These devices give a sense of certainty to education, making teachers feel like they are in control. Unfortunately, this type of learning seems largely ineffective, leading to only short term, shallow learning. In contrast, this guide presents A | KLEO | E | relating to ICT, Media and Technology, and uses a modified Bloom's Taxonomy to show students how they are progressing.

Is It Age Specific?

This guide can, in theory, be used to assess, self-assess or peer-assess students from age 5 up. Essentially, the All KLBULES and **keywords** should prove as relevant to adults as they are to children and teens.

「 & Media A simple, visual tool for teachers and learners to assess learning, whilst introspecting & discovering.



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