







ISTE NETS*S	Next Generation	National Health	21st Century	Common Core State Standards	STEAM
Standards	Science Standards	Standards from the	Learning	for English Language Arts	www.steamedu.com
http://www.iste.org/	http://www.nextgens	Society of Health and	Standards	www.corestandards.org	
standards/standards-	cience.org	•	www.p21.org	www.corestandards.org	
for-students		Physical Education http://www.shapeamerica	www.pzi.org		
		.org/standards/health/			
1. Creativity and	Engineering Design	Standard 1: Students	Learning and	CCSS.ELA-Literacy.CCRA.W.4 Produce	Science
Innovation	2.18.11.00.11.18 2.00.18.11	will comprehend	Innovation Skills	clear and coherent writing in which the	Conduct scientific
	A. Define	concepts related to	Creativity and	development, organization, and style	inquiry through
2. Communication		health promotion and	Innovation	are appropriate to task, purpose, and	Spark!Lab inventing
and Collaboration	B. Develop Solutions	disease prevention to	Critical Thinking	audience.	steps
	•	enhance health.	and Problem	CCSS.ELA-Literacy.CCRA.W.6 Use	
3. Research and	C. Optimize		Solving	technology, including the Internet, to	Technology
Information	•	Standard 2: Students	Communication	produce and publish writing and to	conduct online
Fluency		will analyze the	and Collaboration	interact and collaborate with others.	research
-		influence of family,			communicate an
4. Critical Thinking,		peers, culture, media,	Information,	CCSS.ELA-Literacy.CCRA.W.7 Conduct	invention idea through
Problem Solving,		technology, and other	Media and	short as well as more sustained	a digital presentation
and Decision		factors on health	Technology Skills	research projects based on focused questions, demonstrating	
Making		behaviors.	<ul> <li>Information</li> </ul>	understanding of the subject under	Engineering
			Literacy	investigation.	<ul> <li>solve a problem</li> </ul>
		Standard 3: Students	Media Literacy	CCSS.ELA-Literacy.CCRA.W.8 Gather	<ul> <li>design an invention</li> </ul>
		will demonstrate the	• ICT (Information,	relevant information from multiple	<ul> <li>build a prototype</li> </ul>
		ability to access valid	Communications	print and digital sources, assess the	
		information and	and Technology)	credibility and accuracy of each source,	Arts
		products and services	Literacy	and integrate the information while	<ul> <li>imagine and sketch an</li> </ul>
		to enhance health.		avoiding plagiarism.	Invention
			Life and Career	CCSS.ELA-Literacy.CCRA.W.9 Draw	<ul> <li>create a 3-D prototype</li> </ul>
			Skills	evidence from literary or informational	
			Initiative and	texts to support analysis, reflection,	Math
			Self-Direction	and research.	measure and create a
			Productivity and	CCCC FLA Literary CCDA CL F Adelso	scale model of
			Accountability	CCSS.ELA-Literacy.CCRA.SL.5 Make strategic use of digital media and visual	invention
				displays of data to express information	analyze data to refine
				and enhance understanding of	invention
				presentations.	