

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

<b>Strand 1: Information Literacy</b>	<b>2</b>
<b>Strand 2: Inquiry</b>	<b>5</b>
<b>Strand 3: Reading</b>	<b>9</b>
<b>Strand 4: Digital Learning</b>	<b>11</b>
<b>Strand 5: Safe and Nurturing Environment</b>	<b>16</b>
<b>Strand 6: Leadership</b>	<b>19</b>
<b>Attributions</b>	<b>23</b>

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

 <b>Strand 1: Information Literacy</b>		
School library programs offer information literacy instruction that enables students to efficiently locate, accurately evaluate, ethically use, and clearly communicate information in various formats.		
	<b>Texas State Library Standards</b>	<b>ISTE Standards</b>
 <b>Learner Competencies</b>	<p>1.1.0 Learners and educators <b>use information</b> effectively to accomplish a <b>specific purpose</b>; they also <b>access</b> and <b>evaluate</b> print and digital <b>resources</b> for their inquiry needs, academic needs, and/or personal needs.</p> <p>1.1.1 All students participate:</p> <ul style="list-style-type: none"> <li>• In <b>active learning</b> such as centers or technology tools</li> <li>• As engaged <b>collaborators</b></li> <li>• As <b>synthesizers</b> of information</li> <li>• In <b>personalized learning</b> within the context of the assignment</li> <li>• In <b>personalized learning</b> of their own design</li> </ul> <p>1.1.2 90% of <b>students</b> and educators are able to:</p> <ul style="list-style-type: none"> <li>• <b>Locate</b> information</li> <li>• <b>Evaluate</b> information</li> <li>• <b>Effectively use</b> information such as state digital resources, open educational resources, and print resources</li> </ul> <p>1.2.0 Learners and educators practice the <b>ethical and legal use of information</b> including transformative fair use, intellectual freedom, information access, privacy, proprietary rights, and validation of information as approved in local policy EFA, federal law (1st Amendment), and best library practices (Library Bill of Rights).</p> <p>1.2.1 90% of student projects show <b>respect for intellectual property</b> by:</p> <ul style="list-style-type: none"> <li>• <b>Obeying copyright laws</b> and observing proprietary rights</li> <li>• <b>Using information ethically and legally</b></li> <li>• Having a high <b>respect for personal privacy</b></li> </ul> <p>1.2.4 90% of student learning projects show evidence of the <b>ability to evaluate and validate information</b> for:</p> <ul style="list-style-type: none"> <li>• Authority</li> <li>• Bias</li> <li>• Credibility</li> </ul>	<p><b>ISTE for Students- Knowledge Constructor</b>            Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.</p> <p>Students:</p> <ol style="list-style-type: none"> <li>A. plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.</li> <li>B. evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources.</li> <li>C. curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.</li> <li>D. build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.</li> </ol> <p><b>ISTE for Students- Innovative Designer</b>            Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.</p> <p>Students:</p> <ol style="list-style-type: none"> <li>A. a. know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.</li> <li>B. select and use digital tools to plan and manage a design process that</li> </ol>

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

 <p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>Learner Competencies</b></p>	<ul style="list-style-type: none"> <li>• Currency</li> <li>• Relevance</li> </ul>	<p>considers design constraints and calculated risks.</p> <p><b>ISTE for Students- Creative Communicator</b>            Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.</p> <p>Students:</p> <ul style="list-style-type: none"> <li>A. choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.</li> <li>B. create original works or responsibly repurpose or remix digital resources into new creations.</li> <li>C. communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.</li> <li>D. publish or present content that customizes the message and medium for their intended audiences.</li> </ul>
 <p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>School Librarian Competencies</b></p>	<p>1.1.2 90% of students and <b>educators</b> are able to:</p> <ul style="list-style-type: none"> <li>• <b>Locate</b> information</li> <li>• <b>Evaluate</b> information</li> <li>• <b>Effectively use information</b> such as state digital resources, open educational resources, and print resources</li> </ul> <p>90% of educators demonstrate <b>respect for intellectual property</b> by:</p> <ul style="list-style-type: none"> <li>• <b>Obeying copyright laws</b></li> <li>• <b>Using information ethically</b></li> <li>• <b>Respecting personal privacy</b></li> </ul> <p>1.2.0 Learners and educators practice the <b>ethical and legal use of information</b> including transformative fair use, intellectual freedom, information access, privacy, proprietary rights, and validation of information as approved in local policy EFA, federal law (1st Amendment), and best library practices (Library Bill of Rights).</p> <p>1.2.2 90% of educators demonstrate respect for intellectual property by:</p> <ul style="list-style-type: none"> <li>• Obeying copyright laws</li> <li>• Using information ethically</li> </ul>	<p><b>ISTE for Educators- Citizen</b>            Educators inspire students to positively contribute to and responsibly participate in the digital world.</p> <p>Educators:</p> <p><b>3a</b> Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.</p> <p><b>3b</b> Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.</p> <p><b>3c</b> Mentor students in safe, legal and ethical practices with digital tools and the protection of intellectual rights and property.</p> <p><b>3d</b> Model and promote management of personal data and digital identity and protect student data privacy.</p>

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

	<ul style="list-style-type: none"> <li>• Respecting personal privacy</li> </ul>	
 <p><b>School Library Alignments</b></p>	<p>1.2.3 90% of students have <b>access to information</b> resources that are developmentally appropriate with regard to:</p> <ul style="list-style-type: none"> <li>• Age</li> <li>• Education</li> <li>• Ethnicity</li> <li>• Language</li> <li>• Income</li> <li>• Physical limitations</li> <li>• Geographic barriers</li> </ul>	

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

**Strand 2: Inquiry**



School library programs provide access to information for inquiry learning, which includes the pursuit, creation, and sharing of knowledge, as well as support for both student and professional learning.

	Texas State Library Standards	ISTE Standards
<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>Learner Competencies</b></p>	<p>2.2.1 Projects done in the library use an inquiry-based learning model that requires <b>students to pursue, create, and share knowledge</b>.</p> <p>2.3.0 The school library program offers opportunities for learners to <b>explore real world problems</b> by interacting with relevant information in a variety of formats</p> <p>2.3.1 Inquiry <b>projects are based on real world issues</b> and problems.</p> <p>2.3.3 Inquiry projects include the <b>opportunity</b> to:</p> <ul style="list-style-type: none"> <li>• Consider diverse points of view</li> <li>• Use critical thinking skills</li> <li>• Make informed judgments</li> </ul>	<p><b>ISTE for Students- Knowledge Constructor</b>            Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.</p> <p>Students:</p> <ul style="list-style-type: none"> <li>A. plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.</li> <li>C. curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.</li> <li>D. build knowledge by actively exploring real-world issues and problems, developing ideas and theories and pursuing answers and solutions.</li> </ul> <p><b>ISTE for Students- Computational Thinker</b>            Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.</p> <p>Students:</p> <ul style="list-style-type: none"> <li>A. formulate problem definitions suited for technology- assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.</li> <li>B. collect data or identify relevant data sets, use digital tools to analyze them, and represent data in various ways to facilitate problem-solving and decision-making.</li> </ul> <p><b>ISTE for Students- Innovative Designer</b>            Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.</p>

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>Learner Competencies</b></p> 		<p>Students:</p> <ul style="list-style-type: none"> <li>A. a. know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.</li> <li>B. select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.</li> </ul> <p><b>ISTE for Students- Global Collaborator</b>  Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.</p> <p>Students:</p> <ul style="list-style-type: none"> <li>D. explore local and global issues and use collaborative technologies to work with others to investigate solutions.</li> </ul>
<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>School Librarian Competencies</b></p> 	<p>2.2.0 The school library program is based on an <b>inquiry approach to learning</b> that students use to pursue, create, and share knowledge.</p> <p>2.2.2 Student <b>library instructional activities</b>:</p> <ul style="list-style-type: none"> <li>• Focus on <b>information literacy skills</b></li> <li>• Are <b>developmentally appropriate</b></li> <li>• Are <b>student-centered</b></li> </ul> <p>2.2.3 <b>Inquiry instruction</b> is <b>vertically aligned</b> and collaboratively designed to ensure a systematic approach.</p> <p>2.3.2 Classes <b>receive instruction</b> in the location and use of relevant information in order to develop <b>answers and solutions to real world problems</b>.</p> <p>2.4.0 The school library program offers <b>professional development opportunities</b> that <b>promote best practices in inquiry-based</b> teaching and learning.</p> <p>2.4.2 <b>Best practices in inquiry learning</b> are promoted using:</p> <ul style="list-style-type: none"> <li>• Conversations</li> <li>• Web presence</li> <li>• Social media</li> <li>• Presentations</li> <li>• Other educators beyond the district level</li> </ul>	<p><b>ISTE for Educators- Facilitator</b>  Educators facilitate learning with technology to support student achievement of the ISTE Standards for Students.</p> <p>Educators:</p> <p><b>6a</b> Foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings.</p> <p><b>6b</b> Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on makerspaces or in the field.</p> <p><b>6c</b> Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems.</p> <p><b>6d</b> Model and nurture creativity and creative expression to communicate ideas, knowledge or connections.</p> <p><b>ISTE for Educators- Designer</b>  Educators design authentic, learner-driven activities and environments that recognize and accommodate learner variability.</p> <p>Educators:</p> <p><b>5a</b> Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner</p>

Texas Library Standards *crosswalk with*

ISTE Standards for Students and Educators

 <p style="writing-mode: vertical-rl; transform: rotate(180deg);">School Librarian Competencies</p>		<p>differences and needs.</p> <p><b>5b</b> Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.</p> <p><b>5c</b> Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning.</p>
 <p style="writing-mode: vertical-rl; transform: rotate(180deg);">School Library Alignments</p>	<p>2.1.1 90% of the <b>resources available</b> in the library:</p> <ul style="list-style-type: none"> <li>• <b>Support student inquiry</b> and/or interests</li> <li>• Are <b>developmentally appropriate</b></li> <li>• Are <b>culturally inclusive</b></li> <li>• Are <b>aligned with state and district learning standards</b></li> </ul> <p>2.1.2 The library provides <b>resources that include</b>:</p> <ul style="list-style-type: none"> <li>• Print and audio-visual materials</li> <li>• Subscriptions to a variety of digital materials, including streaming video, royalty free images and music</li> <li>• Electronic and audio books</li> <li>• Access to subject experts such as university, museum, and institute personnel</li> <li>• Curated open educational resources</li> </ul> <p>2.2.0 The school library <b>program is based on an inquiry approach</b> to learning that students use to pursue, create, and share knowledge.</p> <p>2.2.2 90% of student <b>library instructional activities</b>:</p> <ul style="list-style-type: none"> <li>• Focus on <b>information literacy skills</b></li> <li>• Are <b>developmentally appropriate</b></li> <li>• Are <b>student-centered</b></li> </ul> <p>2.2.3 90% of <b>inquiry instruction</b> is <b>vertically aligned</b> and collaboratively designed to ensure a systematic approach.</p> <p>2.3.0 The <b>school library program offers</b></p>	<p><b>ISTE for Educators- Designer</b> Educators design authentic, learner-driven activities and environments that recognize and accommodate learner variability.</p> <p>Educators:</p> <p><b>5a</b> Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.</p> <p><b>5c</b> Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning.</p> <p><b>ISTE for Educators-Citizen</b> Educators inspire students positively contribute to and responsibly participate in the digital world.</p> <p>Educators:</p> <p><b>3a</b> Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.</p> <p><b>3b</b> Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.</p> <p><b>ISTE for Educators-Facilitator</b> Educators facilitate learning with technology to support student achievement of the ISTE Standards for Students.</p> <p>Educators:</p>

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

**School Library Alignments**



**opportunities** for learners to explore **real world problems** by interacting with relevant information in a variety of formats

2.3.1 90% of **inquiry projects** are based on **real world** issues and problems.

2.3.2 90% of classes receive **instruction** in the **location and use of relevant information** in order to develop answers and solutions to **real world problems**.

2.4.1 Staff are offered **professional development** in the area of **inquiry**:

- Individually at the point of need
- Through collaborative planning of inquiry projects
- In small group sessions
- Through book study/ PLC groups
- In formal classes

**6a** Foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings.

**6b** Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on makerspaces or in the field.

**6c** Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems.

**6d** Model and nurture creativity and creative expression to communicate ideas, knowledge or connections.

**ISTE for Educators-Learner**

Educators continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning.

Educators:

- 1a** Set professional learning goals to explore and apply pedagogical approaches made possible by technology and reflect on their effectiveness.
- 1b** Pursue professional interests by creating and actively participating in local and global learning networks.
- 1c** Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.

**ISTE for Educators- Collaborator**

Educators dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems. Educators:

- 4a** Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology.
- 4b** Collaborate and co-learn with students to discover and use new digital resources and diagnose and troubleshoot technology issues.
- 4c** Use collaborative tools to expand students' authentic, real-world learning experiences by engaging virtually with experts, teams and students, locally and globally.
- 4d** Demonstrate cultural competency when communicating with students, parents and colleagues and interact with them as co-collaborators in student learning.

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

**Strand 3: Reading** 

School library programs promote reading as an essential skill for learning, personal growth, and enjoyment which are essential skills for college, career, and community.

	<b>Texas State Library Standards</b>	<b>ISTE Standards</b>
 <b>Learner Competencies</b>	<p>3.1.0 The <b>library encourages</b> students to <b>read a variety</b> of literature for information and pleasure. The library provides access to physical and virtual collections of high quality, current resources in a variety of formats (print, audio, electronic) and platforms (readable on most devices) which reflect input from stakeholders.</p> <p>3.2.2 Student <b>participation in library, school, and community</b> sponsored literacy events are <b>celebrated monthly</b>.</p> <p>3.3.1 The library solicits <b>input from 90% of students and staff</b> to evaluate and select resources related to the curriculum and reading by surveying library committees and review groups.</p>	<p><b>ISTE for Students- Global Collaborator</b>            Students use digital tools to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.</p> <p>Students:            7a. use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.            7b. use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.            7c. contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.            7d. explore local and global issues and use collaborative technologies to work with others to investigate solutions.</p>
 <b>School Librarian Competencies</b>	<p>3.1.3 <b>Input</b> is requested from 90% of the <b>students and staff</b> to identify their: • Personal reading needs            • Academic reading needs</p> <p>3.1.4 The library provides a <b>consistent way</b> for students to <b>respond to literature</b> using three or more methods such as:            • Social media            • Booktalks/trailers            • Podcasts            • Blog posts            • Reading promotions            • Programs/clubs            • Informational reading needs</p> <p>3.2.1 90% of the <b>lessons</b> are created and implemented <b>using research-based reading strategies</b>.</p> <p>3.3.3 <b>Review tools</b> such as peer reviews, library</p>	<p><b>ISTE for Educators-Citizen</b>            Educators inspire students to positively contribute to and responsibly participate in the digital world.</p> <p>Educators:  <b>3a</b> Create experiences for learners to make positive, socially responsible contributions and exhibit empathetic behavior online that build relationships and community.  <b>3b</b> Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.</p> <p><b>ISTE for Educators-Analyst</b>            Educators understand and use data to drive their instruction and support students in achieving their learning goals.</p>

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

	<p>periodicals, and authoritative sources, are <b>used</b> when selecting library materials for pleasure and academic reading.</p>	<p>Educators:  <b>7a</b> Provide alternative ways for students to demonstrate competency and reflect on their learning using technology.</p>
<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>School Library Alignments</b></p> 	<p>3.1.0 The <b>library encourages</b> students to <b>read a variety</b> of literature for information and pleasure. The library provides access to physical and virtual collections of high quality, current resources in a variety of formats (print, audio, electronic) and platforms (readable on most devices) which reflect input from stakeholders.</p> <p>3.1.1 90% of <b>library informational texts</b>:</p> <ul style="list-style-type: none"> <li>• Are academically aligned to the curriculum</li> <li>• Connect to real-world events,</li> <li>• Reflect students' experiences,</li> <li>• Address social and environmental issues</li> </ul> <p>3.1.2 90% of <b>library materials for pleasure reading</b> are available in multiple formats and platforms which:</p> <ul style="list-style-type: none"> <li>• Celebrate diverse points of view</li> <li>• And meet personal reading needs</li> </ul> <p>3.2.0 The school library program <b>supports, supplements, and elevates literacy instruction</b> through <b>research based strategies</b> and <b>participation in national, state, and local reading initiatives.</b></p> <p>3.3.0 <b>Library materials</b> reflect diversity, student choice for leisure reading, and reading for information as well as the needs of the curriculum and the state standards.</p> <p>3.3.2 <b>Library materials reflect state standards</b> in all subject areas.</p> <p>3.4.0 <b>Library programs encourage collaboration</b> with other types of libraries (e.g. public, academic, governmental, special), information institutions (e.g. museums, institutes, and virtual field trips), and <b>community partners.</b></p> <p>3.4.1 The library <b>program collaborates monthly</b> with regional libraries, institutions, and/or community partners to provide access to additional programs and resources for students and faculty.</p> <p>3.4.2 The library provides a <b>monthly learning experience</b> or activity that supplements the reading experience such as guest speakers, authors, storytellers, and virtual or field trips.</p>	<p><b>ISTE for Educators-Analyst</b>          Educators understand and use data to drive their instruction and support students in achieving their learning goals.</p> <p>Educators:  <b>7c</b> Use assessment data to guide progress and communicate with students, parents and education stakeholders to build student self-direction.</p>

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

 <b>Strand 4: Digital Learning</b>		
Effective School Libraries are a vital hub with equitable access to emerging technologies which provide curated and open access to a variety of print and digital resources. They support best instructional practices and curriculum standards through the integration of resources while assessing the impact on student learning.		
	<b>Texas State Library Standards</b>	<b>ISTE Standards</b>
 <b>Learner Competencies</b>	<p>4.1.1 90% of <b>student activities</b> demonstrate use of:</p> <ul style="list-style-type: none"> <li>• <b>Current and emerging technologies</b></li> <li>• Effectively integrate use <b>across all content areas</b></li> </ul> <p>4.3.2 Students are <b>instructed in the access and use of library materials</b> in person, virtually, and using a variety of devices.</p> <p>4.5.0 The <b>library program models</b> and encourages the <b>understanding of</b> federal, state, and local <b>policies and procedures for responsible use of digital tools</b>.</p> <p>4.6.0 The library encourages students to <b>use digital intellectual property responsibly, understand current copyright rules, make responsible online decisions, understand the significance of a digital identity, and use positive digital citizenship practices</b>.</p> <p>4.6.1 90% of students are taught to:</p> <ul style="list-style-type: none"> <li>• Maintain a <b>reputable digital identity</b></li> <li>• Model effective use of the <b>tenets of digital citizenship</b></li> <li>• Use <b>digital intellectual property responsibly</b></li> </ul>	<p><b>ISTE for Students- Digital Citizen</b>                      Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.</p> <p>Students:</p> <ul style="list-style-type: none"> <li>A. cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.</li> <li>B. engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.</li> <li>C. demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.</li> <li>D. manage their personal data to maintain digital privacy and security and are aware of data-collection technology used to track their navigation online.</li> </ul> <p><b>ISTE for Students- Creative Communicator</b>                      Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.</p> <p>Students:</p> <ul style="list-style-type: none"> <li>A. choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.</li> <li>B. create original works or responsibly repurpose or remix digital</li> </ul>

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Learner Competencies</p> 		<p>resources into new creations.</p> <p>C. communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.</p> <p>D. publish or present content that customizes the message and medium for their intended audiences.</p> <p><b>ISTE for Students- Empowered Learner</b>          Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.</p> <p>Students:</p> <p>A. articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.</p> <p>B. build networks and customize their learning environments in ways that support the learning process.</p> <p>C. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.</p> <p>D. understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.</p>
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">School Librarian Competencies</p> 	<p>4.1.0 The library program <b>effectively uses</b> and <b>promotes</b> the use of <b>technology applications</b> and tools across <b>all content areas</b> for discovery, collaboration, critical analysis, creation, and presentation of learning.</p> <p>4.2.1 90% of library activities offer students a <b>variety of engaging technology tools</b> to:</p> <ul style="list-style-type: none"> <li>• Effectively</li> <li>• Efficiently</li> <li>• Purposefully</li> <li>• demonstrate learning</li> </ul> <p>4.2.0 The <b>library program utilizes</b> a variety of engaging <b>technology tools</b> that demonstrate learning in a measurable way.</p>	<p><b>ISTE for Students- Empowered Learner</b>          Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.</p> <p>Students:</p> <p>A. articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.</p> <p>B. build networks and customize their learning environments in ways that support the learning process.</p>

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

 <p>School Librarian Competencies</p>	<p>4.4.0 The library program provides creative, innovative, and <b>ethical use</b> of current and <b>emerging technologies</b> in the construction and presentation of knowledge.</p> <p>4.4.1 90% of <b>students</b> and <b>educators</b> are <b>instructed in the use of</b> current and emerging <b>technologies</b> for the construction and presentation of their knowledge in:</p> <ul style="list-style-type: none"> <li>• Creative</li> <li>• Ethical</li> <li>• Innovative ways</li> </ul>	<p>C. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.</p> <p><b>ISTE for Educators-Citizen</b>            Educators inspire students to positively contribute to and responsibly participate in the digital world.</p> <p>Educators:  <b>3c</b> Mentor students in safe, legal and ethical practices with digital tools and the protection of intellectual rights and property.  <b>3d</b> Model and promote management of personal data and digital identity and protect student data privacy.</p> <p><b>ISTE for Educators- Leader</b>            Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning.</p> <p>Educators:  <b>2c</b> Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning.</p> <p><b>ISTE for Educators- Designer</b>            Educators design authentic, learner-driven activities and environments that recognize and accommodate learner variability.</p> <p>Educators:  <b>5a</b> Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.  <b>5b</b> Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.  <b>5c</b> Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning.</p> <p><b>ISTE for Educators- Facilitator</b>            Educators facilitate learning with technology to support student achievement of the ISTE Standards for Students.</p>
--	---	--

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

 <p style="writing-mode: vertical-rl; transform: rotate(180deg);">School Librarian Competencies</p>		<p>Educators:</p> <p><b>6b</b> Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on makerspaces or in the field.</p> <p><b>6c</b> Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems.</p> <p><b>6d</b> Model and nurture creativity and creative expression to communicate ideas, knowledge or connections.</p>
 <p style="writing-mode: vertical-rl; transform: rotate(180deg);">School Library Alignments</p>	<p>4.1.0 The <b>library program effectively uses and promotes the use of technology</b> applications and tools across all content areas for discovery, collaboration, critical analysis, creation, and presentation of learning.</p> <p>4.2.0 The <b>library program utilizes a variety of engaging technology</b> tools that demonstrate learning in a measurable way</p> <p>4.3.0 The <b>library program actively provides an equitable, diverse, and open collection</b> of digital and print resources including open educational resources (OER) which support the academic and personal needs of students. Virtual library materials are available at point of need.</p> <p>4.3.1 <b>Library resources</b> provided will be equitable, diverse, openly accessible, and have a balanced point of view that supports the academic and personal needs of students.</p> <p>4.4.0 <b>The library program</b> provides creative, innovative, and ethical <b>use of current and emerging technologies</b> in the construction and presentation of knowledge.</p> <p>4.5.1 Library <b>activities comply</b> with federal, state, and local board policies, legislation, and regulations of the district's <b>responsible use</b> documents.</p>	<p><b>ISTE for Educators- Analyst</b>            Educators understand and use data to drive their instruction and support students in achieving their learning goals.</p> <p>Educators:</p> <p><b>7a</b> Provide alternative ways for students to demonstrate competency and reflect on their learning using technology.</p> <p><b>7b</b> Use technology to design and implement a variety of formative and summative assessments that accommodate learner needs, provide timely feedback to students and inform instruction.</p> <p><b>7c</b> Use assessment data to guide progress and communicate with students, parents and education stakeholders to build student self-direction.</p> <p><b>ISTE for Educators-Leader</b>            Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning.</p> <p>Educators:</p> <p><b>2a</b> Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders.</p> <p><b>2b</b> Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse</p>

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

 <p><b>School Library Alignments</b></p>		<p>needs of all students. <b>2c</b> Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning.</p>
---	--	--

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

**Strand 5: Safe and Nurturing Environment** 

School libraries are essential, safe, and flexible environments and are inviting centers for teaching and learning.

	<b>Texas State Library Standards</b>	<b>ISTE Standards</b>
 <b>Learner Competencies</b>	<p>5.4.1 Library <b>program activities</b>:</p> <ul style="list-style-type: none"> <li>• Contribute positively to the <b>school culture</b></li> <li>• Allow students to practice <b>digital literacy skills</b></li> <li>• <b>Connect</b> students with information and each other</li> <li>• Focus on <b>critical thinking skills</b> necessary for academic success</li> <li>• Use print and digital resources to <b>personalize learning</b> for students</li> </ul>	<p><b>ISTE for Students- Empowered Learner</b></p> <p>Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.</p> <p>Students:</p> <ol style="list-style-type: none"> <li>A. articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.</li> <li>B. build networks and customize their learning environments in ways that support the learning process.</li> <li>C. use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.</li> <li>D. understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.</li> </ol>

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

<p style="writing-mode: vertical-rl; transform: rotate(180deg);">School Librarian Competencies</p>  <p style="writing-mode: vertical-rl; transform: rotate(180deg);">School Librarian Competencies</p> 	<p>5.1.2 <b>Library policies, procedures and programs are created with input</b> from the entire learning community classroom teachers, students, other campus staff, and parents.</p> <p>5.3.1 <b>Programs are offered that:</b></p> <ul style="list-style-type: none"> <li>• Include <b>family participation</b></li> <li>• Include learning <b>community participation</b></li> <li>• Take place either <b>during or beyond the school day</b></li> <li>• Occur <b>at least once a month</b></li> </ul>	<p><b>ISTE for Educators- Leader</b>            Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning.</p> <p>Educators:  <b>2a</b> Shape, advance and accelerate a shared vision for empowered learning with technology by engaging with education stakeholders.  <b>2b</b> Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students.</p> <p><b>ISTE for Educators- Collaborator</b>            Educators dedicate time to collaborate with both colleagues and students to improve practice, discover and share resources and ideas, and solve problems.</p> <p>Educators:  <b>4a</b> Dedicate planning time to collaborate with colleagues to create authentic learning experiences that leverage technology.</p>
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">School Library Alignments</p> 	<p>5.1.0 The school library program features a <b>learning environment</b> that <b>cultivates</b> a sense of <b>community</b> and <b>respect</b> among all students and staff.</p> <p>5.1.1 The <b>library environment</b> is:</p> <ul style="list-style-type: none"> <li>• Stimulating</li> <li>• A focal point of learning</li> <li>• A place of community within the school</li> <li>• Flexible and provides a variety of spaces to accommodate different activities and learning needs</li> <li>• Home to a variety of resources to meet the need of a diverse learning community</li> </ul> <p>5.2.0 The <b>school library program</b> features a <b>facility</b> that meets the needs of individual students, small groups, and classes as defined by the Texas Administrative Code (TAC) regarding Library Facilities</p>	<p><b>ISTE for Educators- Facilitator</b>            Educators facilitate learning with technology to support student achievement of the ISTE Standards for Students.</p> <p>Educators:  <b>6a</b> Foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings.  <b>6b</b> Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on makerspaces or in the field.  <b>6c</b> Create learning opportunities that challenge students to use a design process and computational thinking to innovate and solve problems.  <b>6d</b> Model and nurture creativity and creative expression to communicate ideas, knowledge or connections.</p>

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>School Library Alignments</b></p> 	<p>5.2.1 90% of the <b>library facility</b> meets TAC state and federal guidelines for:</p> <ul style="list-style-type: none"> <li>• Simultaneous access</li> <li>• Space for individual students, small groups and/or classes</li> <li>• A flexible, inclusive, safe, and aesthetically appealing environment for learning</li> </ul> <p>5.3.0 The school <b>library program</b> extends library based learning <b>opportunities for families through community-centered activities.</b></p> <p>5.4.0 The school <b>library program</b> is a <b>central element of the school</b> through its impact on student achievement, digital literacy, and school/culture.</p> <p>5.5.0 The <b>school library</b> facility is a <b>safe, inviting, and accessible</b> location with appropriate signage to indicate services, protocols and expectations.</p> <p>5.5.1 The <b>library facility</b> has designated <b>protocols for safety</b> that are posted publicly and practiced annually</p> <p>5.5.2 <b>Library signage</b> is present to designate all sections of the library, expectations, and:</p> <ul style="list-style-type: none"> <li>• Is clear</li> <li>• Is readable</li> <li>• Uses positive language</li> <li>• Uses best practices in design</li> </ul>	
---	---	--

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**



**Strand 6: Leadership**

School library program activities show evidence of best practices when modeled by a full-time, certified school librarian in every school supported by trained paraprofessionals.

	Texas State Library Standards	ISTE Standards
 <b>Learner Competencies</b>	<p>6.1.0 The school library program incorporates leadership activities, best practices, and professional development across campus, district, and professional communities. The program includes opportunities for collaboration among members of the learning community and <b>opportunities to help learners become independent users and producers of ideas and information.</b></p>	<p><b>ISTE for Students- Creative Communicator</b>            Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.</p> <p>Students:</p> <ul style="list-style-type: none"> <li>A. choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.</li> <li>B. create original works or responsibly repurpose or remix digital resources into new creations.</li> <li>C. communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.</li> <li>D. publish or present content that customizes the message and medium for their intended audiences.</li> </ul>

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>School Librarian Competencies</b></p> 	<p>6.1.0 The school library program incorporates leadership activities, best practices, and professional development across campus, district, and professional communities. The program includes opportunities for collaboration among members of the learning community and <b>opportunities to help learners become independent users and producers of ideas and information.</b></p> <p>6.1.1 90% of <b>library program activities</b> show evidence of the application of:</p> <ul style="list-style-type: none"> <li>• Evidence based practices to improve student achievement</li> <li>• Use of high educational standards</li> <li>• Professionalism</li> </ul> <p>6.2.1 90% of <b>professional development</b> offered via the library program is aligned with:</p> <ul style="list-style-type: none"> <li>• Campus needs</li> <li>• District needs</li> <li>• And/or library needs</li> </ul> <p>6.2.2 90% of <b>library staff professional development</b> activities are focused on:</p> <ul style="list-style-type: none"> <li>• New trends</li> <li>• Best practices</li> <li>• Emerging technologies</li> </ul> <p>6.2.3 <b>Library staff participates in professional development</b> as a learner and as a teacher in at least 5 of these ways:</p> <ul style="list-style-type: none"> <li>• Social media</li> <li>• Virtual</li> <li>• Regional</li> <li>• Local</li> <li>• State</li> <li>• National conferences</li> </ul> <p>6.3.1 The <b>library program</b> is included in <b>campus and district planning.</b></p> <p>6.4.0 The school <b>library program activities</b> are <b>evaluated</b> using data analysis in order to improve student outcomes.</p> <p>6.4.1 <b>Library program data</b> is <b>analyzed</b> each reporting period:</p> <ul style="list-style-type: none"> <li>• To determine the success of implemented programs for students</li> <li>• For evidence of the library’s role in student achievement</li> </ul> <p>6.6.1 The <b>library program</b> has a <b>mission, vision,</b></p>	<p><b>ISTE for Students- Creative Communicator</b>          Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.</p> <p>Students:</p> <ul style="list-style-type: none"> <li>E. choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication.</li> <li>F. create original works or responsibly repurpose or remix digital resources into new creations.</li> <li>G. communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations.</li> <li>H. publish or present content that customizes the message and medium for their intended audiences.</li> </ul> <p><b>ISTE for Educators- Learner</b>          Educators continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning.</p> <p>Educators:</p> <p><b>1a</b> Set professional learning goals to explore and apply pedagogical approaches made possible by technology and reflect on their effectiveness.</p> <p><b>1b</b> Pursue professional interests by creating and actively participating in local and global learning networks.</p> <p><b>1c</b> Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.</p> <p><b>ISTE for Educators- Leader</b>          Educators seek out opportunities for leadership to support student empowerment and success and to improve teaching and learning.</p> <p>Educators:</p> <p><b>2a</b> Shape, advance and accelerate a</p>
<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>School Librarian Competencies</b></p> 		

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>School Librarian Competencies</b></p> 	<p><b>goals, objectives, and a strategic plan</b> that:</p> <ul style="list-style-type: none"> <li>• Is <b>aligned</b> with campus, district, statewide standards</li> <li>• Stresses literacy, critical thinking and digital literacy</li> <li>• Supports accessibility for all users</li> <li>• Is updated every 3 to 5 years</li> </ul> <p><b>6.6.2 Library policies and procedures:</b></p> <ul style="list-style-type: none"> <li>• Are revised once per year</li> <li>• Are approved by administrators and the school board</li> <li>• Are available online for stakeholder review</li> </ul> <p><b>6.7.0</b> The school <b>library staff and volunteers</b> are <b>cross-trained</b> on various aspects of the library program in order to better serve students and staff.</p> <p><b>6.7.1</b> The <b>library program</b> provides staff and volunteer <b>training</b> at least once per month on topics such as:</p> <ul style="list-style-type: none"> <li>• Positive customer services</li> <li>• Digital resources</li> <li>• Library organization</li> <li>• Scheduling that maximizes student access</li> </ul> <p><b>6.8.0</b> The <b>library program works with stakeholders</b> to promote library activities.</p> <p><b>6.9.0</b> The <b>library advocates</b> for and protects each user's right to <b>privacy, confidentiality,</b> and age-appropriate principles of <b>intellectual freedom</b>. Student privacy is protected as indicated by best library practices (ALA Privacy) and federal FERPA law.</p>	<p>shared vision for empowered learning with technology by engaging with education stakeholders.</p> <p><b>2b</b> Advocate for equitable access to educational technology, digital content and learning opportunities to meet the diverse needs of all students.</p> <p><b>2c</b> Model for colleagues the identification, exploration, evaluation, curation and adoption of new digital resources and tools for learning.</p> <p><b>ISTE for Educators- Citizen</b>          Educators inspire students to positively contribute to and responsibly participate in the digital world.</p> <p>Educators:</p> <p><b>3b</b> Establish a learning culture that promotes curiosity and critical examination of online resources and fosters digital literacy and media fluency.</p> <p><b>3d</b> Model and promote management of personal data and digital identity and protect student data privacy.</p>
<p style="writing-mode: vertical-rl; transform: rotate(180deg);"><b>School Library Alignments</b></p> 	<p><b>6.1.0</b> The <b>school library program</b> incorporates leadership activities, <b>best practices,</b> and professional development across campus, district, and professional communities. The program includes opportunities for <b>collaboration</b> among members of the learning community and opportunities to help learners become independent users and producers of ideas and information.</p> <p><b>6.1.2</b> The library <b>program resources</b> are <b>aligned</b> with:</p> <ul style="list-style-type: none"> <li>• School educational standards</li> <li>• District educational standards</li> <li>• State educational standards</li> <li>• National educational standards</li> </ul>	<p><b>ISTE for Educators- Facilitator</b>          Educators facilitate learning with technology to support student achievement of the ISTE Standards for Students.</p> <p>Educators:</p> <p><b>6a</b> Foster a culture where students take ownership of their learning goals and outcomes in both independent and group settings.</p> <p><b>6b</b> Manage the use of technology and student learning strategies in digital platforms, virtual environments, hands-on makerspaces or in the field.</p> <p><b>6c</b> Create learning opportunities that challenge students to use a design process</p>

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

 <p style="writing-mode: vertical-rl; transform: rotate(180deg);">School Library Alignments</p>	<p>6.2.0 The school library offers <b>purposeful professional development</b> that is <b>aligned to the needs</b> of the learning community.</p> <p>6.5.0 The school <b>library program</b> is designed to ensure that all students have <b>equal access</b> to appropriate resources necessary for academic success.</p> <p>6.5.1 90% of <b>library activities</b> offer:</p> <ul style="list-style-type: none"> <li>• Developmentally appropriate print and digital resources</li> <li>• Equal access to all students and classes</li> <li>• Compliance with ADA (American with Disabilities Act) guidelines</li> </ul> <p>6.5.2 90% of the <b>library schedule</b> offers space for:</p> <ul style="list-style-type: none"> <li>• Flexibility</li> <li>• Use at point of need</li> <li>• Curriculum support</li> <li>• Personalized learning</li> </ul> <p>6.6.0 The <b>library program</b> has a <b>mission, vision, goals, objectives and a strategic plan</b> which is in alignment with campus, district, and statewide plans and incorporates sound policies and procedures.</p>	<p>and computational thinking to innovate and solve problems.</p> <p><b>6d</b> Model and nurture creativity and creative expression to communicate ideas, knowledge or connections.</p>
--	--	---

**Texas Library Standards** *crosswalk with*  
**ISTE Standards for Students and Educators**

## Attributions

Student Icon made by [Freepik](#) from [www.flaticon.com](http://www.flaticon.com)

Librarian Icon made by [Freepik](#) from [www.flaticon.com](http://www.flaticon.com)

Library Books Icon made by [Mavadee](#) from [www.flaticon.com](http://www.flaticon.com)

Inquiry Icon made by [Elias Bikbulatov](#) from [www.flaticon.com](http://www.flaticon.com)

Reading Icon made by [Freepik](#) from [www.flaticon.com](http://www.flaticon.com)

Digital Learning Icon made by [Prettycons](#) from [www.flaticon.com](http://www.flaticon.com)

Information Literacy Icon made by [Smashicons](#) from [www.flaticon.com](http://www.flaticon.com)

Safe and Nurturing Icon made by [Freepik](#) from [www.flaticon.com](http://www.flaticon.com)

Leadership Icon made by [Freepik](#) from [www.flaticon.com](http://www.flaticon.com)