

6-8 Computer

Creativity and Innovation LT.A

1. Apply existing knowledge to create original works as a means of personal or group expression LT.A.1
2. Describe and illustrate a grade level appropriate concept or process using a model, simulation, or concept-mapping software LT.A.2
3. Integrate a variety of file types to create and illustrate a document or presentation LT.A.3
4. Use appropriate tools to collect, view, analyze and ethically use information from a variety of sources and media to process data and report results LT.A.4
5. Gather data, examine patterns, and apply information for decision making using electronic tools and resources. LT.A.5

Communication and Collaboration LT.B

1. Apply existing knowledge to create original works as a means of personal or group expression LT.B.1
2. Describe and illustrate a grade level appropriate concept or process using a model, simulation, or concept-mapping software LT.B.2
3. Use collaborative electronic authoring tools to explore common curriculum content from multicultural perspectives with other learners. LT.B.3
4. Participate in a cooperative learning project in an online learning community or virtual environment. LT.B.4

Research and Information Fluency LT.C

1. Use collaborative electronic authoring tools to explore common curriculum content from multicultural perspectives with other learners. LT.C.1
2. Evaluate electronic resources to determine the credibility of the author and publisher, and the accuracy of the content. LT.C.2
3. Use appropriate tools to collect, view, analyze and ethically use information from a variety of sources and media to process data and report results LT.C.3
4. Demonstrate responsible digital citizenship including the respect for intellectual property of others LT.C.4

**Critical Thinking,
Problem Solving, and
Decision Making** LT.D

1. Use collaborative electronic authoring tools to explore common curriculum content from multicultural perspectives with other learners. LT.D.1
2. Evaluate electronic resources to determine the credibility of the author and publisher, and the accuracy of the content. LT.D.2
3. Use appropriate tools to collect, view, analyze and ethically use information from a variety of sources and media to process data and report results LT.D.3
4. Gather data, examine patterns, and apply information for decision making using electronic tools and resources. LT.D.4
5. Develop and apply strategies for identifying and solving routine hardware and software problems. LT.D.5

Digital Citizenship LT.E

1. Use collaborative electronic authoring tools to explore common curriculum content from multicultural perspectives with other learners LT.E.1
2. Evaluate electronic resources to determine the credibility of the author and publisher, and the accuracy of the content. LT.E.2
3. Use appropriate tools to collect, view, analyze and ethically use information from a variety of sources and media to process data and report results LT.E.3
4. Use information, media, and technology in a safe, ethical and responsible manner which includes following the school's acceptable use policy, adhering to copyright laws, respecting the rights of others, and employing proper etiquette in all forms of communication. LT.E.4
5. Demonstrate responsible digital citizenship including the respect for intellectual property of others LT.E.5
6. Successfully complete online assessments and/or surveys LT.E.6

**Technology Operation
and Concepts** LT.F

1. Apply existing knowledge to create original works as a means of personal or group expression LT.F.1
2. Integrate a variety of file types to create and illustrate a document or presentation LT.F.2
3. Develop and apply strategies for identifying and solving routine hardware and software problems. LT.F.3