

Grades 9, 10, 11, 12

Adopted 2009

Creativity and Innovation

1. apply advanced software features (e.g., built-in thesaurus, templates, styles) to redesign the appearance of word processing documents, spreadsheets, and presentations 9-12.CI.1
2. create a web page (e.g., Dreamweaver, iGoogle, Kompozer) 9-12.CI.2
3. use a variety of media and formats to design, develop, publish, and present projects (e.g., newsletters, web sites, presentations, photo galleries) 9-12.CI.3

Communication and Collaboration

1. identify various collaboration technologies and describe their use (e.g., desktop conferencing, listserv, blog, wiki) 9-12.CC.1
2. use available technologies (e.g., desktop conferencing, e-mail, videoconferencing, instant messaging) to communicate with others on a class assignment or project 9-12.CC.2
3. collaborate in content-related projects that integrate a variety of media (e.g., print, audio, video, graphic, simulations, and models) 9-12.CC.3
4. plan and implement a collaborative project using telecommunications tools (e.g., ePals, discussion boards, online groups, interactive web sites, videoconferencing) 9-12.CC.4
5. describe the potential risks and dangers associated with online communications 9-12.CC.5
6. use technology tools for managing and communicating personal information (e.g., finances, contact information, schedules, purchases, correspondence) 9-12.CC.6

Research and Information Fluency

1. develop a plan to gather information using various research strategies (e.g., interviews, questionnaires, experiments, online surveys) 9-12.RI.1
2. identify, evaluate, and select appropriate online sources to answer content related questions 9-12.RI.2
3. demonstrate the ability to use library and online databases for accessing information (e.g., MEL, Proquest, Infospace, United Streaming) 9-12.RI.3

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- 4. distinguish between fact, opinion, point of view, and inference** 9-12.RI.4
 - 5. evaluate information found in selected online sources on the basis of accuracy and validity** 9-12.RI.5
 - 6. evaluate resources for stereotyping, prejudice, and misrepresentation** 9-12.RI.6
 - 7. understand that using information from a single internet source might result in the reporting of erroneous facts and that multiple sources must always be researched** 9-12.RI.7
 - 8. research examples of inappropriate use of technologies and participate in related classroom activities (e.g., debates, reports, mock trials, presentations)** 9-12.RI.8
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**Critical Thinking,
Problem Solving, and
Decision Making**

- 1. use digital resources (e.g., educational software, simulations, models) for problem solving and independent learning** 9-12.CT.1
 - 2. analyze the capabilities and limitations of digital resources and evaluate their potential to address personal, social, lifelong learning, and career needs** 9-12.CT.2
 - 3. devise a research question or hypothesis using information and communication technology resources, analyze the findings to make a decision based on the findings, and report the results** 9-12.CT.3
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Digital Citizenship

- 1. identify legal and ethical issues related to the use of information and communication technologies (e.g., properly selecting and citing resources)** 9-12.DC.1
 - 2. discuss possible long-range effects of unethical uses of technology (e.g., virus spreading, file pirating, hacking) on cultures and society** 9-12.DC.2
 - 3. discuss and demonstrate proper netiquette in online communications** 9-12.DC.3
 - 4. identify ways that individuals can protect their technology systems from unethical or unscrupulous users** 9-12.DC.4
 - 5. create appropriate citations for resources when presenting research findings** 9-12.DC.5
 - 6. discuss and adhere to fair use policies and copyright guidelines** 9-12.DC.6
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**Technology Operations
and Concepts**

- 1. complete at least one online credit, or non-credit, course or online learning experience** 9-12.TC.1
- 2. use an online tutorial and discuss the benefits and disadvantages of this method of learning** 9-12.TC.2

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- 3. explore career opportunities, especially those related to science, technology, engineering, and mathematics and identify their related technology skill requirements** 9-12.TC.3

 - 4. describe uses of various existing or emerging technology resources (e.g., podcasting, webcasting, videoconferencing, online file sharing, global positioning software)** 9-12.TC.4

 - 5. identify an example of an assistive technology and describe its potential purpose and use** 9-12.TC.5

 - 6. participate in a virtual environment as a strategy to build 21st century learning skills** 9-12.TC.6

 - 7. assess and solve hardware and software problems by using online help or other user documentation** 9-12.TC.7

 - 8. explain the differences between freeware, shareware, open source, and commercial software** 9-12.TC.8

 - 9. participate in experiences associated with technology-related careers** 9-12.TC.9

 - 10. identify common graphic, audio, and video file formats (e.g., jpeg, gif, bmp, mpeg, wav, wmv, mp3, flv, avi, pdf)** 9-12.TC.10

 - 11. understand and discuss how assistive technologies can benefit all individuals** 9-12.TC.11

 - 12. demonstrate how to import/export text, graphics, or audio files** 9-12.TC.12

 - 13. proofread and edit a document using an application's spelling and grammar checking functions** 9-12.TC.13