Grade	Strand	Standard	Software	Introduced

<mark>*Grades Seven and Eight*</mark>

1.0 Information Technology Basics

1.1	Identify internal hardware parts of a computer system (e.g., main memory, auxiliary memory, CPU, hard drive, cards, chips, removeable storage devices etc.).	None	Lab
1.2	Demonstrate an understanding of concepts underlying hardware, software, networks and practical applications to learning and problem solving.	None	Lab
1.3	Touch type at least 30 words per minute without looking at the keyboard with at least 90% accuracy.	MicroType	Lab
1.5	Use basic information technology terms appropriately, such as multimedia, hypertext, CD-ROM, the Web, etc.	None	Lab
1.6	Demonstrate an acceptable level of word processing competency with classroom assignments (e.g., use of tabs, spell-check, outlines, importing clipart, formatting text and pages, etc.).	Word	Lab/Classroom
1.7	Demonstrate an acceptable level of spreadsheet competency with classroom assignments (e.g., creating graphs, using simple mathematical formulas, etc.).	Excel	Lab/Classroom
1.8	Demonstrate an acceptable level of flat-file database competency with classroom assignments (e.g., formatting, sorting, searching, reporting, using terminology correctly, etc.).	Excel	Lab/Classroom

2.0 Application and Integration of Technology

2.01	Evaluate, select and use various media for classroom presentations based on their relevance and effectiveness.	Various	Classroom
2.02	Articulate the differences between print-based and on-line information resources and describe the advantages and disadvantages of each medium.	None	Lab/Classroom
2.03	Make decisions about information they find from a variety of information sources and determine which information is most appropriate for their work.	Various	Lab/Classroom
2.04	Use e-mail and on-line information services for school related projects.	Various	Lab/Classroom
2.05	Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	Various	Classroom
2.06	Use spreadsheet programs to create and select the graph which best represents data they need to analyze and complete assigned projects.	Excel	Classroom
2.07	Research the use of information technology in a variety of occupational settings (e.g., space program, publishing, entertainment, etc.).	Various	Classroom
2.08	Use content-specific tools, software and simulations (e.g., environmental probes, graphing calculators, exploratory	Various	Classroom

	environments, Web tools) to support learning and research.		
2.09	Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	Various	Classroom
2.10	Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	Various	Lab/Classroom
2.11	Collaborate with peers, experts, and others using telecommunications and collaborative tools to investigate curriculum-related problems, issues, and information, and to develop solutions or products for audiences inside and outside the classroom.	Various	Lab/Classroom
2.12	Research and evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources concerning real-world problems.	Various	Library
2.13	Make extensive use of instructional software to support and extend their learning.	Various	Classroom

3.0 Use of Creativity Tools

3.1	Use creativity and authoring tools to develop more complex reports, presentation and projects in a variety of subject areas (e.g., HyperStudio, Home Page development, etc.).	Powerpoint	Lab/Classroom
3.2	Use software programs designed to foster creativity in designing and completing projects.	Various	Home/Classroom
3.3	Devise innovative ways of using available information technology resources.	Various	Home/Classroom

4.0 Information Technology in Life and Society

4.1	Exhibit legal and ethical behaviors when using information and technology, and discuss consequences of misuse.	Various	Lab/Classroom
4.2	Discuss current news and events in the world of information technology.	None	Lab/Classroom
4.3	Demonstrate knowledge of current changes in information technologies and the effect those changes have on the workplace and society.	None	Classroom
4.4	Demonstrate an understanding of how technology affects different communities and societal groups differently depending on their extent of access to technological resources.	None	Classroom
4.5	Explain how technology can be helpful or destructive depending on how it is used.	None	Classroom
4.6	Explain why technology may produce unplanned or unanticipated results.	None	Lab/Classroom
4.7	Understand and follow the 7-12 Technology Use Agreement.	None	Classroom