

ST. MARY SCHOOL

STUDENT TECHNOLOGY STANDARDS, 2007-08

The student Technology Standards support students' use of technology and becomes an integral part of helping students reach high academic standards:

1. Basic Technology Operations
 - Student demonstrates a sound understanding of the nature and operation of technology systems.
 - Student is proficient in the use of technology.
2. Technology as a Productivity Tool
 - Student identifies the capabilities and limitations of a variety of hardware/software and uses technologies to increase productivity.
 - Student uses technology to enhance learning and promote creativity.
3. Technology as a Communication Tool
 - Student uses a variety of media and formats to communicate, collaborate, publish, and interact with peers, experts, and other audiences.
4. Technology as a Research Tool
 - Student uses technology to locate and collect appropriate information from a variety of sources to process data and report results.
5. Ethical Use of Technology
 - Student values and uses technology in an ethical and responsible manner and is an advocate for others to do the same.

Grades K-6 EXPECTATIONS

When students complete grades K-6, they will have had experiences with the following:

- ❖ Familiarity with the computer key functions and operations
- ❖ Use of a graphic organizer
- ❖ Local and global awareness through the use of the Internet
- ❖ Writing and communicating utilizing technology
- ❖ Incorporating the use of available technology into the completion of reports and presentations
- ❖ Keyboarding skills utilizing proper techniques
- ❖ Curricular projects that incorporate the use of applications such as Inspiration and the Microsoft Office Suite (Word, Excel, PowerPoint)

Students will use the available technologies in a courteous and ethical manner; adhere to copyright laws, restrictions, and regulations placed on the use of the Internet.

Grades 7-8 EXPECTATIONS

Technology in the junior high level will support learning that is relevant to the students' higher learning goals, academic preparation, and personal interests.

Students will use technology under five domains:

- Domain 1: Basic Operations and Concepts
- Domain 2: Social, Ethical, and Human Issues (see specific objectives)
- Domain 3: Productivity Tools
- Domain 4: Technology Tools for Communication
- Domain 5: Technology Tools for Research, Problem-Solving, and Decision-Making



Students will use a variety of current technologies as tools to enhance learning in all areas of the curriculum.

Students will demonstrate proficiency in the following areas:

- ❖ Keyboarding
- ❖ Use of word processing in preparing reports and projects
- ❖ Use of desktop publishing and image editing applications to enhance projects, create other media, contribute to school newspaper and yearbook publications
- ❖ Use of multimedia for presentations and projects
- ❖ Use of graphic organizer (Inspiration) for study skills and presentations
- ❖ Use of a spreadsheet to gather and interpret data
- ❖ Troubleshooting, file management, and careful handling of technology
- ❖ Gathering pertinent and relevant information for use in projects and reports

Students will be able to perform simple troubleshooting techniques to solve functional problems.

Students will use technologies in an ethical manner, adhering to copyright laws, restrictions, and regulations as specified in the Technology Use Agreement and school policies relating to technology.

Students will demonstrate the ability to access and use the information gathered using different sources.

Students will demonstrate the ability to make wise and responsible decisions when purchasing, sharing, and caring for technology.

Domain 2: Social, Ethical, and Human Interface Issues

The junior high student:

- Identifies the ways technology has changed the lives of people in communities
- Identifies the ways in which technology has influenced and changed the lives of people in the United States
- Describes the right of an individual to ownership of his/her created computer work
- Analyzes and discusses the future impact and trends of technology in the home, work, society, entertainment, school
- Understands and models ethics relating to copyright laws
- Identifies ways that telecommuting promotes a global community
- Identifies examples and analyzes the societal impact of advanced and emerging technologies
- Explains that the copyright law protects what a person or company has created and made available in an application, a website, or on a media device including images and music
- Identifies examples of copyright law violations and possible penalties
- Discriminates between types of data as to which are public and private
- Demonstrates knowledge of safe and ethical procedures related to sharing personal information and accessing information belonging to someone else
- Participates in ethical situations, experiences, (e.g., role playing, elimination of jobs, intellectual property, case studies, malicious intent)

