

# Grades 6, 7, 8

Adopted 2000

## Technology Foundation Standards for Students K-12

### 1. Basic operations and concepts

- a. Students demonstrate a sound understanding of the nature and operation of technology systems.
  - b. Students are proficient in the use of technology.
- 

### 2. Social, ethical, and human issues

- a. Students understand the ethical, cultural, and societal issues related to technology.
  - b. Students practice responsible use of technology systems, information, and software.
  - c. Students develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, and productivity.
- 

### 3. Technology productivity tools

- a. Students use technology tools to enhance learning, increase productivity, and promote creativity.
  - b. Students use productivity tools to collaborate in constructing technology-enhanced models, preparing publications, and producing other creative works.
- 

### 4. Technology communications tools

- b. Students use a variety of media and formats to communicate information and ideas effectively to multiple audiences.
  - a. Students use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences.
- 

### 5. Technology research tools

- a. Students use technology to locate, evaluate, and collect information from a variety of sources.
- b. Students use technology tools to process data and report results.
- c. Students evaluate and select new information resources and technological innovations based on the appropriateness to specific tasks.

---

## **6. Technology problem-solving and decision-making tools**

- a. Students use technology resources for solving problems and making informed decisions.
  - b. Students employ technology in the development of strategies for solving problems in the real world.
- 

### **Educational Technology - 2060 (6-8)**

**1 Apply strategies for identifying and solving routine hardware and software problems that occur during everyday use.**

---

**2 Demonstrate knowledge of current changes in information technologies and the effect those changes have on the workplace and society.**

---

**3 Exhibit legal and ethical behaviors when using information and technology, and discuss consequences of misuse.**

---

**4 Use content-specific tools, software and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.**

---

**5 Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.**

---

**6 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.**

---

**7 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.**

---

**8 Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.**

---

**9 Demonstrate an understanding of concepts underlying hardware, software, and connectivity, and practical applications to learning and problem solving.**

---

**10 Research and evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources concerning real-world problems.**