

Technology Standards Articulation by Grade

Third Grade	Fourth Grade	Fifth Grade
OLOL STRAND 1: Basic Computer Operations and Concepts	OLOL STRAND 1: Basic Computer Operations and Concepts	OLOL STRAND 1: Basic Computer Operations and Concepts
Every student will understand the operation, function of technology, and become proficient in its use.	Every student will understand the operation, function of technology, and become proficient in its use.	Every student will understand the operation, function of technology, and become proficient in its use.
NETS 6. Technology operations and concepts Students demonstrate a sound understanding of technology concepts, systems, and operations. a. Understand and use technology systems b. Select and use applications effectively and productively c. Troubleshoot systems and applications d. Transfer current knowledge to learning of new technologies	NETS 6. Technology operations and concepts Students demonstrate a sound understanding of technology concepts, systems, and operations. a. Understand and use technology systems b. Select and use applications effectively and productively c. Troubleshoot systems and applications d. Transfer current knowledge to learning of new technologies	NETS 6. Technology operations and concepts Students demonstrate a sound understanding of technology concepts, systems, and operations. a. Understand and use technology systems b. Select and use applications effectively and productively c. Troubleshoot systems and applications d. Transfer current knowledge to learning of new technologies
Concept 1: Communicate about technology using appropriate and accurate terminology. Students will: B1. Identify and use basic computer components, including input and output devices (e.g. mouse, monitor, keyboard, storage devices, cursor, printer, headphones, microphone, digital camera); B2. Use basic appropriate technology vocabulary (e.g. desktop, monitor, keyboard, mouse, start, logoff, print, click and double-click, backspace, delete, maximize, minimize, icons, taskbar, open and close); B3. Use applications, folders, hard drive, recycle bin, network folder, document icons; B4. Recognize the purpose of basic file menu options (e.g. new, open, save, save as, quit, exit, print, print preview, undo, redo etc.)	Concept 1: Communicate about technology using appropriate and accurate terminology. Students will: B1. Identify and use basic computer components, including input and output devices (e.g. mouse, monitor, keyboard, storage devices, cursor, printer, headphones, microphone, digital camera, USB drive); B2. Use basic appropriate technology vocabulary (e.g. desktop, monitor, keyboard, mouse, start, logoff, print, click and double-click, backspace, delete, maximize, minimize, icons, taskbar, open and close); B3. Use applications, folders, hard drive, recycle bin, network folder, document icons; B4. Recognize the purpose of basic file menu options (e.g. new, open, save, save as, quit, exit, print, print preview, undo, and redo etc.)	Concept 1: Communicate about technology using appropriate and accurate terminology. Students will: B1. Identify and use basic computer components, including input and output devices (e.g. mouse, monitor, keyboard, storage devices, cursor, printer, headphones, microphone, digital camera, USB drive); B2. Use basic appropriate technology vocabulary (e.g. desktop, monitor, keyboard, mouse, start, logoff, print, click and double-click, backspace, delete, maximize, minimize, icons, taskbar, open and close); B3. Use applications, folders, hard drive, recycle bin, network folder, document icons; B4. Recognize the purpose of basic file menu options (e.g. new, open, save, save as, quit, exit, print, print preview, undo, and redo etc.)
Concept 2: Computer Access Students will: B1. Power on/power off computer; B2. Login/logout of computer/network; B3. Demonstrate proper use/handling of computer drives and peripherals; B4. Open and quit an application	Concept 2: Computer Access Students will: B1. Power on/power off computer; B2. Login/logout of computer/network; B3. Demonstrate proper use/handling of computer drives and peripherals; B4. Open and quit an application	Concept 2: Computer Access Students will: B1. Power on/power off computer; B2. Login/logout of computer/network; B3. Demonstrate proper use/handling of computer drives and peripherals; B4. Open and quit an application
Concept 3: Input Devices Students will: B1. Navigate with a pointing device (e.g. use of drop down menus, use of vertical and horizontal scrolling, ability to choose options within a program); B2. Use left-click mouse function; B3. Use double-click mouse function; B4. Use right-click mouse function	Concept 3: Input Devices Students will: B1. Navigate with a pointing device (e.g. use of drop down menus, use of vertical and horizontal scrolling, ability to choose options within a program); B2. Use left-click mouse function; B3. Use double-click mouse function; B4. Use right-click mouse function	Concept 3: Input Devices Students will: B1. Navigate with a pointing device (e.g. use of drop down menus, use of vertical and horizontal scrolling, ability to choose options within a program); B2. Use left-click mouse function; B3. Use double-click mouse function; B4. Use right-click mouse function
Concept 4: Computer Navigation Students will: B1. Locate, launch and exit software applications using icons or shortcuts that are appropriate for the designed task (e.g. local and network); B2. Use file management to create, locate and save files from local and network drives; B3. Navigate with assistance using browser, address bar, refresh, forward, back, URL, stop, home, search, link, etc.; B4. Open and use multiple programs, windows, and/or browser tools simultaneously	Concept 4: Computer Navigation Students will: B1. Locate, launch and exit software applications using icons or shortcuts that are appropriate for the designed task (e.g. local and network); B2. Use file management to create, locate and save files from local and network drives; B3. Perform simple editing functions (e.g. copy, paste, spell check, and paragraph setup); B4. Navigate using browser, address bar, refresh, forward, back, URL, stop, home, search, link, etc.; B5. Open and use multiple programs, windows, and/or browser tools simultaneously	Concept 4: Computer Navigation Students will: B1. Locate, launch and exit software applications using icons or shortcuts that are appropriate for the designed task (e.g. local and network); B2. Use file management to create, locate and save files from local and network drives; B3. Perform simple editing functions (e.g. copy, paste, spell check, paragraph setup and input objects from a file); B4. Navigate Websites using browser, (e.g. address bar, refresh, forward, back, URL, stop, home, search, link, etc.); B5. Open and use multiple programs, windows, and/or browser tools simultaneously
Concept 5: Output Devices Students will: B1. Print independently choosing printer (e.g. local, network, color, etc.), quality, number of pages, format)	Concept 5: Output Devices Students will: B1. Print independently choosing printer, (e.g. local, network, color, etc.), quality, number of pages, format	Concept 5: Output Devices Students will: B1. Print independently choosing printer, (e.g. local, network, color, etc.) quality, number of pages, format; B2. Know how to load paper in printer and cancel a print job
Concept 6: Media Resources Students will: B1. Use an interactive white board	Concept 6: Media Resources Students will: B1. Operate interactive white board; B2. Operate a digital camera	Concept 6: Media Resources Students will: B1. Operate interactive white board; B2. Operate a digital camera
Concept 7: Troubleshoot Systems and Applications Students will: B1. Apply strategies for identifying and solving routine frozen screens that occur in everyday use.; B2. Select technology tools and software to solve problems; B3. Perform undo/redo function; B4. Use guess and check strategies	Concept 7: Troubleshoot Systems and Applications Students will: B1. Apply strategies for identifying and solving routine frozen screens that occur in everyday use; B2. Select technology tools and software to solve problems; B3. Perform undo/redo function; B4. Use guess and check strategies	Concept 7: Troubleshoot Systems and Applications Students will: B1. Apply strategies for identifying and solving routine frozen screens that occur in everyday use; B2. Select technology tools and software to solve problems; B3. Perform undo/redo function; B4. Use guess and check strategies
OLOL STRAND 2: Digital Citizenship	OLOL STRAND 2: Digital Citizenship	OLOL STRAND 2: Digital Citizenship
Students understand human, cultural and societal issues related to technology and practice legal, ethical and moral Christian behavior.	Students understand human, cultural and societal issues related to technology and practice legal, ethical and moral Christian behavior.	Students understand human, cultural and societal issues related to technology and practice legal, ethical and moral Christian behavior.
NETS 5. Digital citizenship Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. a. Advocate and practice safe, legal, and responsible use of information and technology b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity c. Demonstrate personal responsibility for lifelong learning d. Exhibit leadership for digital citizenship	NETS 5. Digital citizenship Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. a. Advocate and practice safe, legal, and responsible use of information and technology b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity c. Demonstrate personal responsibility for lifelong learning d. Exhibit leadership for digital citizenship	NETS 5. Digital citizenship Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. a. Advocate and practice safe, legal, and responsible use of information and technology b. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity c. Demonstrate personal responsibility for lifelong learning d. Exhibit leadership for digital citizenship

<p>Concept 1: Develop Positive Technology-Related Behaviors and Attitudes Students will: B1. Follow directions when using computers and peripherals; B2. Work collaboratively with others; B3. Assist others when needed; B4. Complete tasks as assigned; B5. Respect the rights of others; B6. Recognize how technology is used in today's world</p>	<p>Concept 1: Develop Positive Technology-Related Behaviors and Attitudes Students will: B1. Follow directions when using computers and peripherals; B2. Work collaboratively with others; B3. Assist others when needed; B4. Complete tasks as assigned; B5. Respect the rights of others; B6. Recognize how technology is used in today's world</p>	<p>Concept 1: Develop Positive Technology-Related Behaviors and Attitudes Students will: B1. Follow directions when using computers and peripherals; B2. Work collaboratively with others; B3. Assist others when needed; B4. Complete tasks as assigned; B5. Respect the rights of others; B6. Recognize how technology is used in today's world; B7. Acknowledge an individual's right of ownership of created works; B8. Develop an understanding of copyright and fair use guidelines B 9. Be aware of personal responsibility for lifelong learning</p>
<p>Concept 2: Acceptable Use Students will: B1. Use school network and Internet ethically and appropriately; B2. Demonstrate Christian behaviors when using technology (e.g. Internet, Cell Phone); B3. Handle external media carefully (e.g. cd, dvd etc.); B4. Demonstrate correct and responsible use and care of technology; B5. Discuss and follow school's Acceptable Use Policy (AUP); B6. Acknowledge ownership of created works</p>	<p>Concept 2: Acceptable Use Students will: B1. Use school network and Internet ethically and appropriately; B2. Demonstrate Christian behaviors when using technology (e.g. Internet, Cell Phone); B3. Handle external media carefully (e.g.cd, dvd etc...); B4. Demonstrate correct and responsible use and care of technology; B5. Follow school's Acceptable Use Policy (AUP) and know the consequences of noncompliance; B6. Understand and abide by laws and penalties, pertaining to copyright and intellectual property including duplication of text and audio files B7. Understand the ethical implications of plagiarism and avoid its use</p>	<p>Concept 2: Acceptable Use Students will: B1. Use school network and Internet ethically and appropriately; B2. Demonstrate Christian behaviors when using technology (e.g. Internet, Cell Phone); B3. Handle external media carefully (e.g. cd, dvd, jump drives, etc.); B4. Demonstrate correct and responsible use and care of technology; B5. Follow school's Acceptable Use Policy (AUP) and know the consequences of noncompliance; B6. Understand and abide by laws and penalties pertaining to copyright and intellectual property including duplication of text and audio files B7. Understand the ethical implications of plagiarism and avoid its use</p>
<p>Concept 3: Internet Personal Safety Students will: B1. Recognize and understand responsible cyber-community citizenship (e.g. Club Penguin and Webkinz, or similar websites); B2. Understand and practice responsible use of personal safety (e.g. password, personal and family information); B3. Recognize and understand the use of technology as a way to communicate with others and access information for learning; B4. Develop an understanding of proper netiquette when communicating with others online; B5. Develop positive attitudes and understand cyber-bullying</p>	<p>Concept 3: Internet Personal Safety Students will: B1. Recognize and understand responsible cyber-community citizenship (e.g. Club Penguin and Webkinz, or similar websites); B2. Understand and practice responsible use of personal safety (e.g. password, personal and family information); B3. Recognize and understand the use of technology as a way to communicate with others and access information for learning; B4. Understand proper netiquette when communicating with others online; B5. Practice positive attitudes and understand how cyber-bullying affects others</p>	<p>Concept 3: Internet Personal Safety Students will: B1. Recognize and understand responsible cyber-community citizenship (e.g. Club Penguin, Webkinz, or similar websites); B2. Understand and practice responsible use of personal safety (e.g. password, personal and family information); B3. Recognize and understand the use of technology as a way to communicate with others and access information for learning; B4. Understand proper netiquette when communicating with others online; B5. Practice positive attitudes and understand how cyber-bullying affects others; B6. Practice scenarios that demonstrate cyber bullying situations including perpetrator, victim and bystander B7. Develop tools that help protect oneself as victim or bystander</p>
<p>OLOL STRAND 3: Technology Tools that Promote Creativity and Innovation</p>	<p>OLOL STRAND 3: Technology Tools that Promote Creativity and Innovation</p>	<p>OLOL STRAND 3: Technology Tools that Promote Creativity and Innovation</p>
<p>Every student will demonstrate creative thinking, construct knowledge and develop innovative products and processes using technology.</p>	<p>Every student will demonstrate creative thinking, construct knowledge and develop innovative products and processes using technology.</p>	<p>Every student will demonstrate creative thinking, construct knowledge and develop innovative products and processes using technology.</p>
<p>NETS 1. Creativity and innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</p> <p>a. Apply existing knowledge to generate new ideas, products, or processes b. Create original works as a means of personal or group expression c. Use models and simulations to explore complex systems and issues d. Identify trends and forecast possibilities</p>	<p>NETS 1. Creativity and innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</p> <p>a. Apply existing knowledge to generate new ideas, products, or processes b. Create original works as a means of personal or group expression c. Use models and simulations to explore complex systems and issues d. Identify trends and forecast possibilities</p>	<p>NETS 1. Creativity and innovation Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</p> <p>a. Apply existing knowledge to generate new ideas, products, or processes b. Create original works as a means of personal or group expression c. Use models and simulations to explore complex systems and issues d. Identify trends and forecast possibilities</p>
<p>*Correct use of Technology Tools including productivity tools and software align more with NETS 6.</p>		
<p>Concept 1: Experience a variety of software and online applications to complete innovative products and processes. Students will: B1. Use appropriate software application(s) to complete tasks (e.g. Kid Pix, Paint, Word Processing)</p>	<p>Concept 1: Experience a variety of software and online applications to complete innovative products and processes. Students will: B1. Use appropriate software application(s) to complete tasks (e.g. Kid Pix, PowerPoint, Paint, Word Processing); B2. Experiment with various types of multimedia resources to help complete curriculum tasks (e.g. text, color, design, transitions, animation, audio/sound, video, etc.); B3. Illustrate knowledge and understanding of curriculum using animation, photo-editing, word processing, spreadsheet, or multimedia software.</p>	<p>Concept 1: Experience a variety of software and online applications to complete innovative products and processes. Students will: B1. Use appropriate software application(s) to complete tasks (e.g. PowerPoint, Paint, Word Processing, Excel); B2. Experiment with various types of multimedia resources to help complete curriculum tasks (e.g. text, color, design, transitions, animation, audio/sound, video, etc.); B3. Illustrate knowledge and understanding of curriculum using animation, photo-editing, word processing, spreadsheet, or multimedia software.</p>
<p>Concept 2: Keyboarding Students will: B1. Locate, identify and use A-Z and 0-9 keys; B2. Locate special keys (e.g. enter, spacebar, escape, tab key, arrow keys, shift, caps lock, num lock, delete and backspace keys); B3. Locate and utilize keyboard shortcuts (e.g. Esc, Ctrl, Alt, and Del); B4. Use correct home row hand positions, fingering and posture</p>	<p>Concept 2: Keyboarding Students will: B1. Locate, identify and use A-Z and 0-9 keys; B2. Locate special keys (e.g. enter, spacebar, escape, tab key, arrow keys, home key, shift, caps lock, num lock, delete and backspace keys); B3. Locate and utilize keyboard shortcuts (e.g. Esc, Ctrl, Alt, Del, and function keys); B4. Use correct home row hand positions, fingering and posture</p>	<p>Concept 2: Keyboarding Students will: B1. Locate, identify and use A-Z and 0-9 keys; B2. Locate special keys (e.g. enter, spacebar, escape, tab key, arrow keys, home key, shift, caps lock, num lock, delete and backspace keys); B3. Locate and utilize keyboard shortcuts (e.g. Esc, Ctrl, Alt, Del, and function keys); B4. Use correct home row hand positions, fingering and posture</p>
<p>Concept 3: Word Processing Students will: B1. Use basic word processing skills to enhance the writing process; B2. Use clip art to illustrate concepts and ideas; B3. Identify, locate and practice terms and concepts related to word processing (e.g. toolbars, alignment, font style, font size, font color, etc.); B4. Use word processing skills to format text, (e.g. centering, spell check, thesaurus); B5. Be able to open, create, delete, copy, paste, save, locate and/or print a file/document</p>	<p>Concept 3: Word Processing Students will: B1. Use basic word processing skills to enhance the writing process; B2. Use clip art to illustrate concepts and ideas; B3. Identify, locate and practice terms and concepts related to word processing (e.g. toolbars, alignment, font style, font size, font color, margins, etc.); B4. Use word processing skills to format text (e.g. centering, spell check, thesaurus); B5. Be able to open, create, delete, copy, paste, save, locate and/or print a file/document; B6. Be able to import/export a document file or folder</p>	<p>Concept 3: Word Processing Students will: B1. Use basic word processing skills to enhance the writing process; B2. Use clip art to illustrate concepts and ideas; B3. Identify, locate and practice terms and concepts related to word processing (e.g. toolbars, alignment, font style, font size, font color, margins, etc.); B4. Use word processing skills to format text (e.g. centering, spell check, thesaurus); B5. Be able to open, create, delete, copy, paste, save, locate and/or print a file/document; B6. Be able to import/export a document file or folder B7. Introduce and use advanced word processing skills (e.g. advanced editing, publishing,</p>
<p>Concept 4: Skill Building with Spreadsheets Students will: B1. Identify and define terms and concepts related to spreadsheets (e.g. sort, row, column, cell address, etc.); B2. Enter data into cells of spreadsheet program</p>	<p>Concept 4: Skill Building with Spreadsheets Students will: B1. Identify and define terms and concepts related to spreadsheets (e.g. sort, row, column, cell address, classify, line-graphics, etc.); B2. Be able to enter data into cells of spreadsheet program and perform simple calculations; B3. Be able to create a spreadsheet and display results in a graph using given data</p>	<p>Concept 4: Skill Building with Spreadsheets Students will: B1. Identify and define terms and concepts related to spreadsheets (e.g. sort, row, column, cell address, classify, line-graphics, etc.); B2. Be able to enter data into cells of spreadsheet program and perform simple calculations; B3. Be able to create a spreadsheet and display results in a graph using given data; B4. Be able to enter values and labels on a spreadsheet in order to clarify a graph</p>

Concept 5: Multimedia Students will: B1. Identify and define terms and concepts related to multimedia (e.g. transition, slides); B2. Utilize draw / paint software, to create original works; B3. Locate, import and adjust graphics to enhance original works of self-expression; B4. Introduce basic skills to create a slide show presentation	Concept 5: Multimedia Students will: B1. Identify and define terms and concepts related to multimedia (e.g. transition, slides and graphics); B2. Utilize draw / paint software, to create original works; B3. Locate, import and adjust graphics to enhance original works of self-expression; B4. Produce a 3-5 page multimedia presentation independently (e.g. text, graphics ,clipart, sound, and transitions); B5. Use a variety of peripherals (e.g. digital camera, interactive white board)	Concept 5: Multimedia Students will: B1. Identify and define terms and concepts related to multimedia (e.g. transition, slides and graphics); B2. Utilize draw / paint software to create original works; B3. Locate, import and adjust graphics and sound to enhance original works of self-expression; B4. Continue to develop skills that produce a 3-5 page multimedia presentation independently including text, graphics, clipart scanned image, digital picture, animation, sound, and transitions; B5. Use a variety of peripherals (e.g. scanner, digital camera, interactive white board)
Concept 6: Transfer Current Knowledge to Learning of New Technologies Students will: B1. Introduced in Grade [4]	Concept 6: Transfer Current Knowledge to Learning of New Technologies Students will: B1. Use concepts and basic skills and apply them to more advanced software.	Concept 6: Transfer Current Knowledge to Learning of New Technologies Students will: B1. Use concepts and basic skills and apply them to more advanced software.
Concept 6: Transfer Current Knowledge to Learning of New Technologies Students will: B1. Introduced in Grade [4]	Concept 7: Skill Building with Desktop Publishing Students will: B1. Use basic desktop publishing skills; B2. Use digital cameras; B3. Create a visually appealing presentation that includes a graph, clip art, borders and a variety of fonts	Concept 7: Skill Building with Desktop Publishing Students will: B1. Use basic desktop publishing skills; B2. Use digital and video cameras; B3. Create a visually appealing presentation that includes a graph, clip art, borders and a variety of fonts
OLOL STRAND 4: Communication & Collaboration	OLOL STRAND 4: Communication & Collaboration	OLOL STRAND 4: Communication & Collaboration
Every student will use productivity tools and will collaborate, publish and interact with peers experts and other audiences by using telecommunications and media	Every student will use productivity tools and will collaborate, publish and interact with peers experts and other audiences by using telecommunications and media	Every student will use productivity tools and will collaborate, publish and interact with peers experts and other audiences by using telecommunications and media
NETS 2. Communication and collaboration Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats c. Develop cultural understanding and global awareness by engaging with learners of other cultures d. Contribute to project teams to produce original works or solve problems International Society for Technology in Education	NETS 2. Communication and collaboration Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats c. Develop cultural understanding and global awareness by engaging with learners of other cultures d. Contribute to project teams to produce original works or solve problems International Society for Technology in Education	NETS 2. Communication and collaboration Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. a. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats c. Develop cultural understanding and global awareness by engaging with learners of other cultures d. Contribute to project teams to produce original works or solve problems International Society for Technology in Education
Concept 1: Communication Students will: B1. Use digital media to gain understanding of cultural differences in a global society with teacher guidance; B2. Use various digital media to communicate and exchange ideas	Concept 1: Communication Students will: B1. Use digital media to gain understanding of cultural differences in a global society with teacher guidance; B2. Use various digital media to communicate and exchange ideas; B3. Collect and publish information for peers using digital resources	Concept 1: Communication Students will: B1. Use digital media to gain understanding of cultural differences in a global society (may be teacher guided); B2. Use various digital media to communicate and exchange ideas; B3. Collect and publish information for peers using digital resources
Concept 2: Collaboration Students will: B1. Collaborate with others using digital media to learn, develop and share information or create a project in a curriculum area	Concept 2: Collaboration Students will: B1. Collaborate with others using digital media to learn, develop and share information or create a project in a curriculum area; B2. Use technology tools to exchange stories and information about their lives and local community; B3. Use digital resources to gain understanding and appreciation of others; B4. Evaluate ones own work and the work of others.	Concept 2: Collaboration Students will: B1. Collaborate with others using digital media to learn, develop and share information or create a project in a curriculum area; B2. Use technology tools to exchange stories and information about their lives and local community; B3. Use digital resources to gain understanding and appreciation of others; B4. Evaluate ones own work and the work of others; B5. Develop a project using online resources to promote a global community through discussion and research; B6. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media
OLOL STRAND 5: Technology Research Tools	OLOL STRAND 5: Technology Research Tools	OLOL STRAND 5: Technology Research Tools
Every student will utilize technology based research tools to locate and collect information pertinent to the task, as well as evaluate and analyze information from a variety of sources.	Every student will utilize technology based research tools to locate and collect information pertinent to the task, as well as evaluate and analyze information from a variety of sources.	Every student will utilize technology based research tools to locate and collect information pertinent to the task, as well as evaluate and analyze information from a variety of sources.
NETS 3. Research and information fluency Students apply digital tools to gather, evaluate, and use information. a. Plan strategies to guide inquiry b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks d. Process data and report results	NETS 3. Research and information fluency Students apply digital tools to gather, evaluate, and use information. a. Plan strategies to guide inquiry b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks d. Process data and report results	NETS 3. Research and information fluency Students apply digital tools to gather, evaluate, and use information. a. Plan strategies to guide inquiry b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks d. Process data and report results

Concept 1: Researching Tools Students will: B1. Access a website that is bookmarked or linked; B2. Launch a web browser, enter web address and access the information; B3. Gather information using appropriate internet resources; B4 Use search engines effectively to locate information; B5. Locate and analyze technology resources to complete a specific task; B6 Evaluate the information of Internet reference sources B7. Discuss and respect ownership of resources	Concept 1: Researching Tools Students will: B1. Access a website that is bookmarked or linked; B2. Launch a web browser, enter web address and access the information; B3. Gather information using appropriate internet resources; B4 Use search engines effectively to locate information; B5. Locate and analyze technology resources to complete a specific task; B6 Evaluate the information of Internet reference sources, checking for bias and validity B7. Discuss and respect ownership of resources	Concept 1: Researching Tools Students will: B1. Access a website that is bookmarked or linked; B2. Launch a web browser, enter web address and access the information; B3. Gather information using appropriate internet resources; B4 Use search engines effectively to locate information; B5. Locate and analyze technology resources to complete a specific task using spreadsheet and graphs; B6 Evaluate the information of Internet reference sources, checking for bias and validity; B7. Discuss and respect ownership of resources
OLOL STRAND 6: Technological Critical thinking, Problem Solving, & Decision Making	OLOL STRAND 6: Technological Critical thinking, Problem Solving, & Decision Making	OLOL STRAND 6: Technological Critical thinking, Problem Solving, & Decision Making
Every student will use critical thinking skills to plan and conduct research, manage projects, solve problems. Students will make informed decisions using appropriate digital tools and resources.	Every student will use critical thinking skills to plan and conduct research, manage projects, solve problems. Students will make informed decisions using appropriate digital tools and resources.	Every student will use critical thinking skills to plan and conduct research, manage projects, solve problems. Students will make informed decisions using appropriate digital tools and resources.
NETS 4. Critical thinking, problem solving, and decision making Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. a. Identify and define authentic problems and significant questions for investigation b. Plan and manage activities to develop a solution or complete a project c. Collect and analyze data to identify solutions and/or make informed decisions d. Use multiple processes and diverse perspectives to explore alternative solutions	NETS 4. Critical thinking, problem solving, and decision making Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. a. Identify and define authentic problems and significant questions for investigation b. Plan and manage activities to develop a solution or complete a project c. Collect and analyze data to identify solutions and/or make informed decisions d. Use multiple processes and diverse perspectives to explore alternative solutions	NETS 4. Critical thinking, problem solving, and decision making Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. a. Identify and define authentic problems and significant questions for investigation b. Plan and manage activities to develop a solution or complete a project c. Collect and analyze data to identify solutions and/or make informed decisions d. Use multiple processes and diverse perspectives to explore alternative solutions
Concept 1: Critical Thinking Students will: B1. Understand how technology impacts their daily life; B2. Research a topic and identify a problem, with teacher guidance	Concept 1: Critical Thinking Students will: B1. Understand how technology impacts their daily life; B2. Research a topic and identify a problem, with teacher guidance	Concept 1: Critical Thinking Students will: B1. Understand how technology impacts their daily life; B2. Research a topic and identify a problem, with teacher guidance
Concept 2: Problem Solving Students will: B1. Follow and manage activities to develop a solution or complete a project; B2. With teacher assistance collect data to identify solutions. With teachers assistance, students are able to make informed decisions	Concept 2: Problem Solving Students will: B1. Follow and manage activities to develop a solution or complete a project; B2. With teacher assistance collect data to identify a problem and find a solution.; B3. Use spreadsheet tools and/or graphing programs to analyze and symbolize numerical data	Concept 2: Problem Solving Students will: B1. Follow and manage activities to develop a solution or complete a project; B2. Collect data to identify a problem and find a solution through informed decisions with teachers assistance; B3. Use spreadsheet tools and/or graphing programs to analyze and symbolize numerical data
Concept 3: Decision Making Students will: B1. Use technology tools and resources provided to address a variety of tasks and problems; B2. Use multiple processes to explore alternative solutions	Concept 3: Decision Making Students will: B1. Use technology tools and resources provided to address a variety of tasks and problems; B2. Use multiple processes to explore alternative solutions; B3. Use technology to analyze information to solve basic problems	Concept 3: Decision Making Students will: B1. Use technology tools and resources provided to address a variety of tasks and problems; B2. Use multiple processes to explore alternative solutions; B3. Use technology to analyze information to solve basic problems
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