Technology Foundations

The influence of the computer and its ever-changing technology are a growing part of today's society. Therefore, every student needs to be educated in this field so they can respond productively to tomorrow's world.

At the elementary school level, the computer serves as a tool for remediation, reinforcement, and enrichment. As a result of this computer experience, the students will enhance their thinking and problem solving skills.

TF - 2 **TECHNOLOGY FOUNDATIONS** Program Goal: Preparing Students as twenty-first century technology-literate students.

- A. Basic Operations and Concepts
- B. Social, Ethical and Human Issues
- C. Technology Productivity Tools
- **D.** Technology Communication Tools
- E. Technology Research Tools
- F. Technology as a Tool for Problem Solving and Decision-Making

PAGE

TECHNOLOGY FOUNDATIONS

PROGRAM OBJECTIVES:

- A. Basic operations and concepts
- B. Social, ethical, and human issues
- C. Technology productivity tools
- D. Technology communications tools
- E. Technology research tools
- F. Technology as a tool for Problem Solving

SKILL LEVELS:

I-Introduce D-Develop M-Master/Maintain

	SUBJECT OBJECTIVES	GRADE LEVEL											
		К	1	2	3	4	5	6	7	8			
А.	BASIC OPERATIONS AND CONCEPTS												
A1.	ID and communicate about basic technology components using appropriate terminology.	I	D	D	М	М	М	М	М	M			
A2.	Use keyboards and other input/output devices to operate computers and other technology.		D	D	М	М	М	М	М	М			
A3.	ID the components of a computer (e.g. mouse, keyboard, monitor, toolbar, menu).		l	D	D	D	D	D	М	М			
A4.	Use multimedia resources (e.g. interactive books, software, multimedia encyclopedia).				D	D	D	D	М	М			
A5.	Access information sources.					D	D	Μ	Μ	Μ			
A6.	Retrieve and save information(e.g.text,photo).			D	М	Μ	М	Μ	Μ	М			
A7.	Locates and identifies the letters, numerals, and special keys for operation and commands on the keyboard.	I	l	D	D	M	м	M	M	M			
A8.	Knows the keyboard and uses correct finger positions and body posture.	l	l	l	D	D	М	М	М	М			
A9.	Apply basic vocabulary to internal operations of technology (e.g. disks, drives, RAM, etc.).							D	D	М			
A10.	Print documents, text, or image.				D	D	М	М	М	М			
A11.	Uses basic vocabulary related to technology (e.g. fire wire, USB, parallel, serial, scan).			D	М	Μ	М	М	М	М			
A12.	Understands bits, bytes,kilo-mega-gigabytes.							D	Μ	Μ			
A13.	Demonstrates how to activate a computer and how to run educational software.		l	l	D	D	М	М	М	М			

		r							
A14.	Uses basic vocabulary related to systems (e.g.								
	network, infrastructure, internet, intranet, LAN,								
	WAN, Ehternet, firewall, server).				l		D	M	Μ
A15.	Correlate units of measure with respect to								
	storage devices (floppies,USB flash drives,								
	hard drives, CDs).						D	Μ	Μ
A16.	Distinguish between input, output, storage,								
	and processing hardware.		Ι	Ι	D	D	Μ	M M M M M D D D D M M	Μ
A17.	Attach and detach various peripherals of a								
	computer						D	Μ	Μ
A18.	Use touch-type strategies to reach a minimum								
	of 20 words per minute with accuracy.								
			Ι	D	D	Μ	Μ	Μ	Μ
	Use touch-type strategies to reach a minimum								
	of 40 words per minute with accuracy.								
							D	D	Μ
A19.	Demonstrate functional operation of								
	technology devices (e.g. presentation devices,								
	digital cameras, scanners, document cameras,								
	and scientifc probes						D	D	D
A20.	Use troubleshooting strategies to solve								
	application problems, basic hardware								
	problems, and basic connectivity problems								
	(e.g. online help strategies, documentation,								
	and collaboration with others.						D	D	D
A21.	Use telecommunications and online								
	resources(e.g. email, online discussions, Web								
	invironments)				Ι	D	D	Μ	Μ
A22.	Use techology resources (e.g. calculators,								
	data collection probes, videos, educational								
	software) for problem solving, self-directed								
	learning, and extended activities.				Ι	D	D	М	Μ
A23.	Demonstrates proper handling and/or storage								
	of computer peripherals.					D	D	Μ	Μ

	SUBJECT OBJECTIVES	GRADE LEVEL								
		K	1	2	3	4	5	6	7	8
В.	SOCIAL, ETHICAL, & HUMAN ISSUES									
B1.	Practices Christian values in working									
	collaboratively with technology.			D	D	D	D	Μ	Μ	Μ
B2.	Use equipment appropriately.			D	D	D	D	Μ	Μ	М
B3.	Describe uses of technology in daily life.		1	D	D	D	D	Μ	Μ	М
B4.	Identifies contributors of technology and									
	understands evolution of information									
	technology implications for computer									
	power and personal use (Moore's law).						l	D	D	D
B5.	Understand practices and consequences of									
	legal/ethical behaviors when using									
	technology (e.g. copyright laws, threatening									
	behavior to another student/staff, privacy,									
	password security).							D	Μ	М
B6.	Provide complete citations from electronic							-		
	media (e.g. use age-level appropriate.					D	D	Μ	Μ	М
B7.	Demonstrate and practice correct security									
	procedures.					1	D	D	D	D
B8.	Describe three-to-five uses of technology in									
	daily life.								D	D
B9.	Describe and practice safe Internet/intranet									
	usage (e.g. do not post inappropriate or									
	harmful material, exchange of personal									
	information, following Acceptable Use									
	Policy.								D	D
B10.	Describe and practice "netiquette" when									
	using the Internet and electronic mail.						D	D	Μ	М
B11.	Understand rules for deciding when					•	-			
[permission is needed for using the work of									
	others.									D
B12.	Copyright laws and "fair use" guidelines									
	(e.g. in relationship to print, video, music									
	computer software, multimedia project).			D	Μ	Μ	Μ	Μ	Μ	М
B13.	Understand criteria for differientiating									
	between primary & secondary sources.				I	I	D	D	Μ	М

C.	TECHNOLOGY PRODUCTIVITY TOOLS							
C1.	Use word processing editing tools to revise							
	a document (e.g. cut & paste, tabs &							
	margins, font, wrap, cropping, re-sizing,							
	drawing tools).			D	D	Μ	Μ	М
C2.	Design a word processing document with							
	graphic elements/columns or tables.					D	D	М
C3.	Create and use a spreadsheet to analze		I	1	D	D	D	М
	data (e.g. formulas, charts, graphs).							
C4.	Design and create a multimedia							
	presentation (e.g. slide show, video) .		1	D	D	D	D	М
C5.	Use technology devices(s) to collect /record							
	data (use formulas, create charts,&graphs).							-
00					l	D	D	D
C6.	Create a database with multiple fields to						~	~
07	manipulate data in a variety of ways .				l	D	D	D
C7.	Design and create a multimedia							
	presentation (e.g.camera,scanner,CD-						D	D
C8.	ROM). Design a multi-link web page using multiple						υ	U
0.	digital sources (e.g.camera,video,CD-							
	ROM).						D	D
C9.	Manipulate variable in a computer							-
00.	simulation to research a desired outcome.					1	D	D
D.	TECHNOLOGY COMMUNICATION							
υ.	TOOLS							
D1.	Communicate information electronically							
	with support from teachers, family (e.g. CD-							
	ROM).		Μ					
D2.	Communicate information electronically.			I	D	Μ	Μ	М
D3.	Use technology tools for individual and							
	collaborative communication activities to							
	share products with audience inside and							
	outside the classroom (e.g. bulletin							
	board/chats, talk to an author).		I	D	D	Μ	Μ	М
D4.	Collaborate electronically with experts,							
	peers, or others to analyze data and/or							
	develp an academic product (e.g. email,							
	approved chat, online discussions, web							
	environments, video conferencing).						D	D

D5.	Plan, design, and present an academic						
	product to classroom or community (e.g.						
	slide show, progressive story, video, digital						
	image).			D	D	Μ	Μ
D6.	Present an academic product to share data						
	and/or solutions (e.g. web site, multimedia						
	presentation, video).				D	Μ	М

	SUBJECT OBJECTIVES	GRADE LEVEL								
		K	1	2	3	4	5	6	7	8
E.	TECHNOLOGY RESEARCH TOOLS									
E1.	I D potential source of information about a topic (e.g. video/cassette tapes, web page).			I	I	I	D	D	D	Μ
E2.	ID and locate electronic research resources (e.g. card catalog, web pages, books).				I	D	D	D	D	М
E3.	Identify the components of a URL to determine the source of the information.				-	I	D	М	М	М
E4.	ID the author, copyright date & publisher of information for primary and secondary source.				1	1	I	D	D	D
E5.	Define searching & devise a search strategy to locate information w/electronic resources.							I	D	D
E6.	Explain the difference between subject and keyword searching.							1	D	D
E7.	Construct keyword searches including basic Boolean logic using electronic resources.								D	D
E8.	Obtain permission to use the work of others, when appropriate.								D	D
E9.	Create citations for electronic research sources following a prescribed format.							L	D	D
E10.	Prioritize elecronic sources for the most appropriate information to answer question.							1	D	D
F.	TECHNOLOGY as a TOOL for PROBLEM SOLVING and DECISION-MAKING									
F1.	Use technology resources for problem solving, self-directed & extended learning.		l	I	D	D	D	D	М	М
F2.	Based on a problem selected, ID & use appropriate tools to collect & interpret data.				D	D	D	D	D	D
F3.	Based on a problem selected, ID & use appropriate tools to develop a solution.		1		D	D	D	D	D	D
F4.	Based on a problem selected, ID & use appropriate tools to present findings.				D	D	D	D	D	D