

# 7-8

- 
- |                                  |   |
|----------------------------------|---|
| 1. Basic Operations and Concepts | 2. Social, Ethical, and Human Issues              |
| 3. Technology Productivity Tools | 4. Technology Communication Tools                 |
| 5. Technology Research Tools     | 6. Technology Problem-solving and Decision Making |
- 

- \* All grades need to practice and extend competencies of previous grade levels.
- \* Numbers in parenthesis after the benchmark indicate coordinating standard(s).

## **GRADES 7 - 8**

All students should have opportunities to demonstrate the following performances:

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

**2. Exhibit legal and ethical behaviors when using information and technology, and discuss consequences of misuse. (2)**

**3. Use content-specific tools, software, and simulations to support learning and research. (3, 5) Emerging technology may include:**

Webquests	Inspiration	Interactive Boards
Trackstar	Video Streaming	

**4. Apply productivity/multimedia/ telecommunications tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum. (3, 6) Emerging technology may include:**

Digital Cameras	Interactive Boards	Podcasting
Handhelds	Scanners	

**5. Design, develop, publish, and present products using technology resources that demonstrate and communicate curriculum concepts. (4, 5, 6) Emerging technology may include:**

Power Point	Photo Shop	Publisher
Movie Making	Front Page	

# 7-8

**6. Select and use appropriate technology resources to accomplish a variety of tasks and solve problems. (5, 6)**

Refined Internet Searching (Boolean language, Book marking, identifying valid websites, etc.)

Microsoft Word (tables, pictures, draw, etc.)

Paint

Excel (spreadsheets, graphs, functions/formulas, data entry, etc.)

Print options (headers/footers, print preview, landscape/portrait, overheads, pictures, etc.)

**7. Develop an understanding of concepts underlying hardware and software and their practical applications to learning and problem solving. (1, 6)**