

COMPONENT	OBJECTIVES	COMPETENCY
<p>I Basic Operations and Concepts</p>	<ol style="list-style-type: none"> <li>1. Use common input and output devices (including adaptive devices when necessary) efficiently and effectively. Such as:               <ul style="list-style-type: none"> <li>• demonstrate appropriate use of all available computer hardware and/or</li> <li>• use a variety of software programs.</li> </ul> </li> <li>2. Demonstrate the following keyboarding proficiencies:</li> <li>3. Use a word processing program to:               <ul style="list-style-type: none"> <li>• perform basic text formatting;</li> <li>• move, insert, and delete blocks of text; and</li> <li>• use spell check and thesaurus tools.</li> </ul> </li> <li>4. Use a desktop publishing program.</li> <li>5. Use a variety of subject specific software programs.</li> <li>6. Discuss common uses of technology in daily life and the advantages and disadvantages those uses provide.</li> </ol>	<ol style="list-style-type: none"> <li>A. Students will independently perform necessary tasks to load, run, and execute any given software program on any given device.</li> <li>B. After selecting a historical/literary character, students will use appropriate software and collaboratively write and illustrate a one page description about this character.</li> <li>C. Students will use calculator or data collection probe to record and analyze scientific data.</li> </ol>
<p>II Technology Tools</p> <ul style="list-style-type: none"> <li>• Productivity</li> <li>• Research</li> <li>• Problem-solving</li> <li>• Decision-making</li> </ul>	<ol style="list-style-type: none"> <li>1. Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum.</li> <li>2. Determine when technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems.</li> <li>3. Use technology tools for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom demonstrating knowledge of:               <ul style="list-style-type: none"> <li>• illustrating with a variety of applications;</li> <li>• multimedia authoring;</li> <li>• presentation tools;</li> <li>• web tools;</li> <li>• digital cameras; and</li> <li>• scanners.</li> </ul> </li> </ol>	<ol style="list-style-type: none"> <li>A. Using an appropriate spreadsheet program, students will gather and manipulate raw data, for example:               <ul style="list-style-type: none"> <li>• school store inventory, or</li> <li>• science projects.</li> </ul> </li> <li>B. Using a multimedia authoring program, students will develop a presentation on a given topic, for example:               <ul style="list-style-type: none"> <li>• U. S. Geography;</li> <li>• famous Americans; or</li> <li>• sports.</li> </ul> </li> </ol>

COMPONENT	OBJECTIVES	COMPETENCY
<p>III Technology Communication Tools</p>	<p>4. Use age appropriate multimedia authoring software that incorporates text, sound, clip art, and transitions to create a linear presentation.</p> <p>5. Use technology resources for problem-solving, self-directed learning, and extended learning activities.</p> <ul style="list-style-type: none"> <li>• Internet</li> <li>• CD-ROM</li> <li>• data collection probes</li> <li>• calculators</li> <li>• videos</li> <li>• educational software</li> </ul> <p>1. Use telecommunications efficiently and effectively to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.</p> <p>2. Explore online services as an information source.</p> <p>3. Use telecommunications and online resources to participate in collaborative problem-solving activities for the purpose of developing solutions or products for audiences inside and outside the classroom.</p>	<p>A. Students will use an online service to search and gather data to be used in a research report.</p> <p>B. Students will participate in collaborative online projects with students outside their school.</p>
<p>IV Social, Ethical and Human Issues</p>	<p>1. Discuss basic issues related to responsible use of technology and information and describe personal consequences of inappropriate use.</p> <p>2. Adhere to the Miami-Dade County Public Schools' <i>Acceptable Use Policy</i>.</p> <p>3. Evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources.</p> <p>4. Discuss the role of technology in the workplace.</p> <p>5. Identify copyright laws as they pertain to forms of media.</p>	<p>A. After discussing copyright laws, students will identify which forms of media can be copied for archival purposes.</p> <p>B. After a classroom discussion of the Miami-Dade County Public Schools' <i>Acceptable Use Policy</i>, students will exhibit appropriate behavior when participating in telecommunications activities.</p> <p>C. Students will collect data on the role of technology in the careers of family members.</p>