

Martensdale-St. Marys Community School District

Technology Curriculum:

Standard 1: Creativity and Innovation

Benchmark	Grade	Objective	Instructional Strategies	Assessment
A. Students will use technology tools to enhance learning, increase productivity, and promote creativity	K Classrooms Computer Lab	1AK.1 Students will operate a variety of media and technology resources for directed and independent learning activities.	Direct instruction and practice	Observation/Checklist
	1 Classrooms Computer Lab	1A1.1 Students will operate a variety of media and technology resources for directed and independent learning activities.	Direct instruction and practice	Observation/Checklist
	2 Classrooms Computer Lab	1A2.1 Students will operate a variety of media and technology resources for directed and independent learning activities.	Direct instruction and practice	Observation/Checklist
	3 Classrooms Library	1A3.1 Students will operate a variety of media and technology resources for directed and independent learning activities.	Direct instruction and practice	Observation/Checklist
	3 Classrooms Library	1A3.2 Students will create individual or collaborative developmentally appropriate multimedia products (e.g., audio, visual, still image and print to enhance information) with support from teachers, student partners or others.	Direct instruction, guided practice, modeling	Observation/Checklist

	4-6 Classrooms Library Computer Lab	1A4-6.1 Students will produce and present a Power Point slide show which includes text, graphics, audio and video.	Power Point Instruction	Observation/Checklist
	4-6 Computer Lab	1A4-6.2 Students will apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	<ol style="list-style-type: none"> 1. Maintain correct posture and hand positions 2. Utilize Spellchecker, Grammar Check, Thesaurus 4. Insert pictures and edit picture layouts 5. Enter data into cells 6. Use chart wizard to create appropriate chart layout 7. Label legend, axes and title of chart clearly 	Rubric
	7-8 Computer Lab Classrooms	1A7-8.1 Students will apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	<ol style="list-style-type: none"> 1. Learn and use keyboard shortcuts for menu commands 2. Create header/footer, including dates and page number 3. Add toolbars and buttons for efficiency of job 4. Rearrange the order in which objects are layered 5. Edit row and column size 6. Format cell font, style and alignment 	Rubric
	9-12 Computer Lab Classrooms	1A 9-12.1 Students will apply technology in real-world situations.	<ol style="list-style-type: none"> 1. Participate and complete job shadowing 2. Design and implement worksheets, checklists, and/or Web Quest 	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer

			scenarios	assessments, self assessments
B. Students will use tools to collaborate in constructing technology-enhanced models, preparing publications, and producing other creative words	2-3 Classrooms	1B2-3.1 Students will use technology resources for problem solving, communication, and illustration of thoughts, ideas, and stories.	Exposure, modeling and direct instruction	Observation/Checklist
	4-5 Classrooms Library	1B4-5.1 Students will use productivity tools and peripherals to create a final product that illustrates and/or communicates their knowledge.	Individual/collaborative published products (i.e., posters, brochures)	Rubric
	6 Classrooms Library	1B6.1 Students will use content specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, web tools) to support learning and research.	1. Demonstrates keyword and subject search in card catalog (electronic) 2. Locate and retrieve information from online encyclopedia	Rubric
	7 Classrooms	1B7.1 Students will incorporate content-specific tools, software, and apply technology to support learning and research.	1. Use Geometer Sketchpad 2. Gizmos	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments
	8-12 Classrooms	1B.8-12.1 Students will use content-specific tools, software, and apply technology (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	1. Use Geometer Sketch pad 2. Uses online tutorials and/or AEA databases for tutorials to learn new applications 3. Gizmos	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments

Martensdale-St. Marys Community School District

Technology Curriculum:

Standard 2: Communication and Collaboration

Benchmark	Grade	Objective	Instructional Strategies	Assessment
A. Students will use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences.	4-5 Classrooms Library Computer Lab	2A.4-5.1 Students will collaboratively access telecommunications and online resources to participate problem-solving activities.	Scholastic Author chats, e-field trips, Web Quests, blogs	Teacher observation, student presentation
	4-5 Classrooms Library Computer Lab	2A 4-5.2 Students will access and share information they collected to further develop personal interests relating to curriculum.	Internet research	Teacher observation, final product, student presentation
	6 Classrooms Library Computer Lab	2A6.1 Students will design, develop, publish, and present products using technology resources that demonstrate and communicate curriculum concepts to audiences inside and/or outside the classroom.	1. Select software for desired outcome 2. Cite sources according to established guidelines	Teacher observation, final product, student presentation
	7-8 Classrooms	2A7.1 Students will design and develop products using technology resources that demonstrate	1. Use a wizard or template to create a project 2. Cite sources according to established guidelines 3. Select project format base on desired outcome: newsletter, brochure, flyer, etc. 4. Insert graphics into project from within	Teacher observation, final product, student presentation

			application 5. Cite sources according to established guidelines	
	9-12 Classrooms	2A9.1 Students will utilize routine and efficient use of online information resources to meet needs for collaboration, research, publication, communication, and productivity.	<ol style="list-style-type: none"> 1. Gather and utilize resources for sportsmanship promotion through IHSAA or. site 2. Utilize the Choices and/or Kuder Career Planning Program 3. Locate basic on-line resource materials available in the media center or computer accessible classrooms 4. Design and implement worksheets, checklists, and/or Web Quest scenarios 5. Complete Odyssey Ware Coursework 	Completed assignments (reports, worksheets, Web Quests, checklists, etc.), surveys, quizzes, projects, teacher observation, peer assessments, self assessments
	9-12 Classrooms	2A9-12.2 Students will select and apply technology tools for research, information analysis, problem solving, and decision-making in content learning.	<ol style="list-style-type: none"> 1. Use technology tools for report generating 2. Design and implement worksheets, checklists, and/or Web Quest scenarios 	Completed assignments (reports, worksheets, Web Quests, checklists, etc.), surveys, quizzes, projects, teacher observation, peer assessments, self assessments
B. Students will use a variety of media and formats to communicate information and ideas effectively to multiple audiences	K-3 Classrooms Library	2BK-3.1 Students will apply technology resources for problem-solving, communication, and illustration of thoughts, ideas, and stories.	Exposure, modeling and direct instruction	Observation/Checklist

	4-6 Classrooms Library	2B4-6.1 Students will 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.	Online activities (Web Quests), blogs	Rubric, checklist, observation, end product, report card
	7-8 Classrooms Library	2B7-8.1 Students will 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.	Online activities (Web Quests), blogs	Rubric, checklist, observation, end product
	9-12 Classrooms Library	2B9-12.1 Students will 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.	<ol style="list-style-type: none"> 1. Provide student work samples on the MStM website for student access and planning 2. Construct a teacher webpage section on the MStM Website to interact with students for homework help and to provide active resource lists that students can use for homework help 3. Design and implement worksheets, checklists, and/or Web Quest scenarios 	Completed assignments 9reports, worksheets, Web Quests, checklists, etc.), surveys, quizzes, projects, teacher observation, peer assessments, self assessments

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Technology Curriculum:

Standard 3: Research and Information Fluency

Benchmark	Grade	Objective	Instructional Strategies	Assessment
A. Students will use technology to locate, evaluate, and collect information from a variety of sources.	4-5 Classrooms Library	3A4-5.1 Students will collaboratively access telecommunications and online resources to participate in problem-solving activities.	Scholastic Author Chats, E-Field Trips, blogs, Web Quests	Teacher observation, Student presentations
	6 Classrooms Library	3A6.1 Students will use content-specific tools, software, and simulations to support learning and research.	Scholastic Author Chats, E-Field Trips	Teacher observation, Student presentations
	6 Classrooms Library	3A6.2 Students will design, develop, publish and present products using technology resources that demonstrate and communicate curriculum concepts to audiences inside and/or outside the classroom.	Presentations, Web Quests, reports	Teacher observation, Student presentations
	6 Classrooms Library Computer Lab	3A6.3 Students will collaborate with peers, experts, and other using telecommunications and collaborative tools to investigate curriculum-related problems, issues, and information and to develop solutions or products for audiences.	Use Geometer's Sketchpad	Teacher observation, Student presentations

	7-8 Classrooms	3A7-8.1 Students will use content specific tools, software, and simulations (e.g., environmental problems, graphing calculators, explanatory environments, Web Tools) to support learning and research.	<ol style="list-style-type: none"> 1. Use Geometer's Sketchpad for design and drawings of math problems 2. Use graphing calculators 	Teacher observation, Student presentations
	7-8 Classrooms	3A7-8.2 Students will design and develop products using technology resources that demonstrate and communicate curriculum concepts to audiences inside and/or outside the classroom.	<ol style="list-style-type: none"> 1. Select project format based on desired outcome: newsletter, brochure, flyer, etc. 2. Insert graphics into project within application 	Teacher observation, Students presentations
	7-8 Classrooms	3A7-8.3 Students will collaborate with peers, experts, and others to contribute to a content-related knowledge base by using technology to compile, synthesize, produce, and disseminate information, models, and other creative works.	<ol style="list-style-type: none"> 1. Provide students work samples on the MStM Website for student access and planning 2. Construct a teacher web page section on the MStM Website to interact with students for homework help and to provide active resource lists that students can use for homework help 3. Design and implement worksheets, checklists and/or Web Quest scenarios 	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments
	9-12 Classrooms Guidance Curriculum	3A9-12.1 Students will use online information resources to meet needs for collaboration, research, publication, communication, and productivity.	<ol style="list-style-type: none"> 1. Gather and utilize resources for sportsmanship promotion through the IHSAA.org site 2. Utilize the I Have a Plan Career Planning Program 3. Locate basic on-line resource materials available in the media center or computer accessible classrooms 	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments

			4. Design and implement worksheets, checklists, and Web Quest scenarios	
	9-12 Classrooms	3A9-12.2 Students will select and apply technology tools for research, information analysis, problem solving and decision making in content learning	1. Utilize technology tools to generate reports 2. Design and implement worksheets, checklists, and/or Web Quest scenarios	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments
	9-12 Classrooms	3A9-12.3 Students will collaborate with peers, experts, and others to contribute to a content-related knowledge base by using technology to compile, synthesize, produce, and disseminate information, models, and other creative works.	1. Provide student work samples on the MStM Website for student access and planning 2. Construct a teacher web page section on the MStM website to interact with students for homework help and to provide active resource lists that students can use for homework help 3. Design and implement worksheets, checklists, and/or Web Quest scenarios	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments
B. Students will use technology tools to process data and report results.	2-3 Classrooms Library	3B2-3.1 Students will use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication and illustration of thoughts, ideas and stories	1. Exposure, modeling, and direct instruction 2. Process data and report results	Observation/checklist
	4-5 Classrooms Library	3B4-5.1 Students will use technology resources (e.g., calculators, data collection probes, videos, educational software) for problem solving, self-directed learning, and extended learning activities.	1. Exposure, modeling and direct instruction 2. Checklists 3. Process data and report results	Observation/checklist

C. Students will evaluate and select new information resources and technological innovations based on the appropriateness to specific tasks.	4-5 Classrooms Library	3C4-5.2 Students will demonstrate useful and appropriate technology to use to address a variety of tasks and problems using teacher chosen resources.	Assignments/projects/computer research	Teacher observation, checklist, rubric, end product
	6-8 Classrooms Library	3B6-8.1 Students will select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	Assignments/projects/computer research	Teacher observation, checklist, rubric, end product, student presentation
	9-12 Classrooms	3C9-12.1 Students will investigate simulations in real-world situations.	1. Conduct computerized problem-based learning projects 2. Design and implement worksheets, checklists, and/or Web Quest scenarios	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) Surveys, quizzes, projects, teacher observation, peer assessments, self assessments

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Technology Curriculum:

Standard 4: Critical Thinking, Problem-Solving, and Decision-Making

Benchmark	Grade	Objective	Instructional Strategies	Assessment
A. Students will use technology resources for solving problems and making informed decisions.	2-3 Classrooms Library	4A2-3.1 Students will use technology resources for problem-solving, decision-making, communication, and illustration of thoughts, ideas, and stories.	1. Exposure, modeling, and direct instruction 2. AEA Database	Teacher Observation Checklist
	4-5 Classrooms Library	4A4-5.1 Students will use technology resources for problem-solving, decision-making, communication, and illustration of thoughts, ideas and stories.	1. Educational software 2. United Streaming 3. AEA Database	Checklist Rubric
	4-5 Classrooms Library	4A.4-5.2 Students will demonstrate useful and appropriate technology use to address a variety of tasks and problems using teacher chosen resources.	1. Internet 2. AEA Database	Teacher observation Checklist Rubric End product
	6 Classrooms Library	4A.61. Students will apply productivity and multi-media tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	1. Educational software 2. United Streaming AEA Database	Teacher observation Checklist
	6 Classrooms Library Computer lab	4A6.2 Students will design, develop, publish, and present products using technology resources that demonstrate and communicate curriculum concepts to audiences inside and/or outside the classroom.	1. Educational software 2. Power Point presentations 3. Researched based projects	Teacher Observation Checklist End product

	6 Classrooms Library Computer Lab	4A6.3 Students will select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	1. Use correct application for report to meet teacher requirements	Teacher observation Checklist End product
	7-8 Classrooms Computer Lab	4A7-8.1 Students will apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration and learning throughout the curriculum.	1. Create questions and collect research about a problem	Teacher observation Checklist End product
	7-8 Classrooms Computer Lab	4A7-8.2 Students will design, develop and publish products using technology resources that demonstrate and communicate curriculum concepts to audiences inside and/or outside the classroom.	1. Select appropriate chart/graph to represent conclusions 2. Create chart with clear legends, labels	Teacher observation Checklist End product
	7-8 Classrooms Computer Lab	4A7-8.3 Students will select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.	1. Use correct application for report to meet teacher requirements	Teacher observation Checklist End Product
	9-12 Classrooms Guidance Curriculum	4A9-12.1 Students will use technology-based options, including distance and career education, for lifelong learning.	1. Participate in ICN lectures and activities 2. Complete online classes and activities 3. Utilize the I Have A Plan Career Planning Program 4. Locate basic online resource materials available in the media center or computer accessible classrooms 5. Design and implement worksheets, checklists, and/or Web Quest scenarios 6. Odyssey Ware	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments

	9-12 Classrooms Guidance Curriculum	4A9-12.2 Students will use online information resources to meet needs for collaboration, research, publication, communication and productivity.	<ol style="list-style-type: none"> 1. Gather and utilize resources for sportsmanship promotion through the IHSAA.org site 2. Utilize the I Have A Plan Career Planning Program 3. Locate basic online resource materials available in the media center or computer accessible classrooms 4. Design and implement worksheets, checklists, and/or Web Quest scenarios 	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments
	9-12 Classrooms	4A9-12.3 Students will collaborate with peers, experts, and others to contribute to a content-related knowledge base by using technology to compile, synthesize, produce, and disseminate information models, and other creative works.	<ol style="list-style-type: none"> 1. Construct newspaper, yearbook, and other publications using varied technologies 2. Gather and utilize resources for sportsmanship promotion through the IHSAA.org site 3. Design and implement worksheets, checklists, and/or Web Quest scenarios 	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments
B. Students will employ technology in the development of strategies for solving problems in the real world.	6-8 Classrooms	4B6-8.1 Students will research and evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources concerning real-world problems.	<ol style="list-style-type: none"> 1. Problem-solving 2. Rubric 3. Student Presentations 	Teacher observation Checklist Final Product Rubric

	9-12 Classrooms	4B9-12.1 Students will investigate simulations in real-world situations.	1. Conduct computerized problem-based learning projects 2. Design and implement worksheets, checklists, and/or Web Quest scenarios	Completed assignments (reports, worksheets, Web Quests, checklists, etc.), surveys, quizzes, projects, teacher observation, peers assessments, self assessments
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Martensdale-St. Marys Community School District

Technology Curriculum:

Standard 5: Digital Citizenship

Benchmark	Grade	Objective	Instructional Strategies	Assessment
A. Students will identify the ethical, cultural, and societal issues related to technology.	5-6 Classrooms Library Computer Lab	5A5-6.1 Students will demonstrate legal and ethical behaviors when using information and discuss consequences of misuse.	1. Understands the relevance of security in using network log in and password 2. Signs and follows school's internet policy 3. Explains, in writing, the consequences of using another student's log in 4. Explains, in writing, the consequences of altering another student's files 5. Uses school acceptable sites on the Web 6. Uses the knowledge about observing authoring rights: visual, oral and written publications 7. Direct instruction and practice in APA	1. Teacher observation 2. Signature on Internet Policy 3. Discipline records 4. Worksheets

			& MLA format	
	7-8 Classrooms Computer Lab Library	5A7-8.1 Students will exhibit legal and ethical behaviors when using information and technology and discuss consequences of misuse.	1. Discuss the need for a global code of technology ethics and follows them 2. Explains the role technology plays in global change, examining both the past and the present 3. Discusses the role of society in the development and use of technology 4. Direct instruction and practice in APA & MLA format	1. Teacher Observation 2. Signature on Internet Policy 3. Worksheets
	9 Classrooms Library	5A9.1 Students will identify advantages and disadvantages of widespread use and reliance on technology in the workplace and in society as a whole.	1. Students will create research projects/reports, written or oral 2. Participate in class discussions 3. Design and implement worksheets, checklists, and/or Web Quest scenarios 4. Direct instruction and practice in APA & MLA format	1. completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments
	9 Classrooms Library	5A9.2 Students will demonstrate and advocate for legal and ethical behaviors among peers, family and others regarding the use of	1. Students and parents sign a technology use agreement 2. Lectures and discussions about	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) survey, quizzes, projects, teacher observation, peer assessment, self assessment

		technology and information.	<p>site licenses</p> <p>3. Lectures and discussions about the importance of password confidentiality</p> <p>4. Lectures, discussions, or reports regarding plagiarism</p> <p>5. Lectures and discussions about legal/ethical issues and online safety</p> <p>6. Present and discuss documentaries or news shows about online predators or other related issues</p> <p>7. Design and implement worksheets, checklists, and/or Web Quest scenarios</p>	
	10 Classrooms Library	5A10.1 Students will identify advantages and disadvantages of widespread use and reliance on technology in the workplace and in society as a whole.	<p>1. Students will create research projects/reports, (written or oral)</p> <p>2. Participate in class discussions</p> <p>3. Student will completed the associated senior survey questions</p> <p>4. Design and implement worksheets,</p>	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments

			checklists, and/or Web Quest scenarios	
	11 Classrooms Library	5A.11.1 Students will identify advantages and disadvantages of widespread use and reliance on technology in the workplace and in society as a whole.	<ol style="list-style-type: none"> 1. Students and parents sign a technology use agreement 2. Lectures and discussions about site licenses 3. Lectures and discussions about the importance of password confidentiality 4. Communicate Parent Connect guidelines utilizing the newsletter and/or MStM website 5. Lectures, discussions, or reports regarding plagiarism 6. Lectures and discussions about legal/ethical issues and online safety 7. Present and discuss documentaries or news shows about online predators or other related issues Design and implement worksheets, checklists, and/or	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments

			Web Quest scenarios	
	12 Classrooms Library	5A12.1 Students will identify advantages and disadvantages of widespread use and reliance on technology in the workplace and in society as a whole.	<ol style="list-style-type: none"> 1. Students will create research projects/reports, written or oral 2. Participate in class discussions 3. Students will complete the associated senior survey questions 4. Design and implement worksheets, checklists, and/or Web Quest scenarios 	Completed assignments (worksheets, reports, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments
B. Students will practice responsible use of technology systems, information, and software.	K-3 Classroom Library	5BK-3.1 Students will demonstrate working cooperatively and collaboratively with peers and others when using technology in the classroom	Modeling, small group/large group opportunities	Observation/Checklist
	K-3 Classroom Library	5BK-3.2 Students will demonstrate responsible use of technology systems and applications.	Modeling, discussion, and opportunity for individual practice	Observation/Checklist
	4-5 Classroom Computer Lab Library	5B4-5.1 Students will identify and demonstrate the rules of the technology equipment and identify the consequences of inappropriate use and be aware of the copyright rules and Internet safety.	Modeling, discussion, and opportunity for individual practice	Observation/Checklist/Quiz
	4-5 Classroom	5B4-5.2 Students will identify basic issues	Modeling, discussion and	Observation/Checklist/Quiz

	Computer Lab Library	related to responsible use of technology and information and describe personal consequences of inappropriate use.	opportunity for individual practice	
	6-8 Classroom Library Computer Lab	5B6-8.1 Students will explain knowledge of current changes in information technologies.	1. Appropriate use of system software 2. Use of AEA 11 databases	Teacher observation, quiz, checklist, test
	6-8 Classroom Library Computer Lab	5B6-8.2 Students will demonstrate knowledge of current changes in information technologies and applications.	1. Appropriate use of system software 2. Uses of AEA 11 databases	Teacher observation, quiz, checklist, test
	9-12 Guidance Curriculum School to Work At Risk Child Development Life Skills Work Place Basics	5B9-12.1 Students will identify capabilities and limitations of contemporary and emerging technology resources to address personal, lifelong learning, and workplace needs.	1. Complete career planning scenarios such as "I Have a Plan" 2. Participate in online interest surveys 3. Use software applications to complete assignments 4. Participate in career readiness activities and workplace needs discussions 5. Participate in local internship programs 6. Utilize Odyssey Ware to enhance productivity 7. Design and implement	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments

			worksheets, checklists, and/or Web Quest scenarios	
C. Students will develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, and productivity.	K-3 Classroom Library	5CK-3.1 Students will demonstrate positive social and appropriate behaviors when using technology.	Modeling and discussion	Observation/Checklist
	4-5 Classroom Library Computer Lab	5C4-5.1 Students will proficiently use library skills, Internet, and digital equipment.	Modeling and discussion	Observation/checklist/rubric/work product
	4-5 Classroom Library Computer Lab	5C4-5.2 Students will identify valid and reliable resources and will demonstrate the effective use of Internet equipment.	Modeling and discussion	Observation/checklist/rubric/work product
	6-8 Classroom Library Computer Lab	5C.6-8.1 Students will evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources concerning real-world problems.	1. Modeling 2. Direct Instruction 3. Student Practice	Observation/Checklist/rubric/work product
	9-12 Classroom	5C9-12.1 Students will evaluate choices among technology systems, resources, and services.	1. Utilize software subscription services, links, and/or search engines in assignment completion 2. Students use	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, peer assessments, self assessments

			<p>varied technologies in group presentations</p> <p>3. Use a variety of technologies for project research which should include a cited page</p> <p>4. Require lesson that utilize Excel, Word and Power Point to complete</p> <p>5. Design and implement worksheets, checklists, and/or Web quest scenarios</p>	
	9-12 Classrooms	5C9-12.2 Students will evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources concerning real-world problems.	<p>1. Utilize software, subscription services, links, and/or search engines in assignment completion</p> <p>2. Students use varied technologies in group presentations</p> <p>3. Students use a variety of technologies for project research which should include a works cited page</p> <p>4. Require lessons that utilize software applications and tools</p>	Completed assignments (reports, worksheets, Web Quests, checklists, etc.) surveys, quizzes, projects, teacher observation, peer assessments, self assessments

			5. Design and implement worksheets, checklists, and/or Web Quest scenarios	
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Martensdale-St. Marys Community School District

Technology Curriculum:

Standard 6: Technology Operations and Concepts

Benchmark	Grade	Objective	Instructional Strategies	Assessments
A. Students will identify the nature and operations of technology systems.	K-3 Classroom	6AK-3.1 Students will identify what a computer is and that computers are available for student use.	Discussion of relevant programs and terms such as mouse, monitor, keyboard	Observation/Checklist
	4 Classroom	6A4.1 Students will demonstrate the knowledge of programs available for their use related to curriculum.	<ol style="list-style-type: none"> 1. Using word processor 2. Calculators 3. Internet Web Quests 4. Digital note taking 	Rubric Checklist Survey
	5 Classroom	6A5.1 Students will identify areas in which technology is used in their daily life and be able to choose appropriate applications for given tasks.	<ol style="list-style-type: none"> 1. Using word processor 2. Calculators 3. Spreadsheets 4. Internet 5. Digital note taking 	Rubric Checklist Survey
	6 Classroom Computer Lab	6A6.1 Students will apply strategies for identifying and solving routine trouble shooting tasks that occur during everyday use.	<ol style="list-style-type: none"> 1. Navigates within the Operating System 2. From presented scenarios, the student will list these possible actions and then work as a group to solve the problem: <ol style="list-style-type: none"> A. Are all electrical cords attached? B. Are network cords attached at both ends? C. Are input and output devices correctly attached? 	Teacher observation with checklist of problem solving techniques: <ol style="list-style-type: none"> a. electrical cords b. network cables c. peripheral hardware d. rebooting

			D. Has the machine been hot booted? 3, Correctly use technology vocabulary	
	7-8 Computer Class	6A7-8.1 Students will apply strategies for identifying and solving routine hardware and limited software (e.g., restart, Task Manager, Help menus) and connectivity problems that occur during everyday use.	1. Utilize software, subscription services, links, search engines for assignment completion 2. Group presentations by students 3. Students complete research including works cited page 4. Create a specific lesson to utilize a given software system 5. Students devise video presentations 6. Design and implement worksheets, checklists, and/or Web Quest scenarios	Teacher observation with checklist of problem solving techniques
	9-12 All Classes	6A9-12.1 Students will demonstrate making informed choice among technology systems, resources, and services.	1. Utilize software, subscription services, links, search engines for assignment completion 2. Group presentations by students 3. Students complete research including works cited page 4. Create a specific lesson to utilize a given software system 5. Students devise video presentations 6. Design and implement worksheets, checklists, and/or Web Quest	Grading rubric Completed assignments (reports, worksheets, Web Quests, checklist, etc.) Surveys Quizzes Projects Teacher Observation Peer Assessments Self Assessments Monitor strategy compliance using a checklist in a computer lab for teachers to mark which system was utilized during lab usage

			scenarios	
B Students will be proficient in the use of technology.	K-3 Classroom	6BK-3.1 Students will apply basic keyboard functions and use of the mouse.	Taught through related technology	Observation/checklist
	K-3 Classroom	6BK-3.2 Students will use a variety of media and technology resources for directed and independent learning activities.	Direct instruction and practice	Observation/checklist
	K-3 Classroom	6BK-3.3 Students will communicate about technology using developmentally appropriate and accurate technology.	Modeling, discussion, demonstration	Observation/checklist
	1 Classroom	6B1.1 Students will demonstrate ability to log on and off of the computer.	Taught through related technology	Observation/checklist
	1 Classroom	6B1.2 Students will apply a variety of media and technology resources for directed and independent learning activities.	Direct instruction and practice	Observation/checklist
	3 Classroom	6B.3.1 Students will access applications and close applications independently	Taught through related technology	Observation/checklist
	4 Classroom	6B.4.1 Students will identify and effectively use mouse, keyboard, monitor, printer, scanner, digital camera, video camera, CPU, USB	Taught through related technology	Observation/checklist/final student product
	5 Classroom	6B.5.1 Students will identify a diagram including mouse, keyboard, monitor, printer, scanner, digital camera, video camera, CPU, USB, CD Rom	Taught through related technology	Observation/checklist/final students product