

# CURRICULUM GUIDE

## Computer Education

### Computer Education

#### Grades 6, 7, and 8

##### **Basic operations and concepts.**

Students will have a sound understanding of the basic operations and concepts and be proficient in the use of technology.

Students will be able to:

- apply strategies for identifying and solving routine hardware and software problems that occur during everyday use (daily use – saving, retrieving, printing, etc.).
- demonstrate an understanding of concepts underlying hardware, software, and connectivity, and of practical applications to learning and problem solving (daily use – saving, retrieving, printing, etc.).

##### **Social, ethical, and human issues.**

Students will understand the ethical, cultural, and societal issues related to technology, and practice responsible use, as well as develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, and productivity.

Students will be able to:

- exhibit legal and ethical behaviors when using information and technology, and discuss consequences of misuse. (I-Safe - Internet safety program)
- research and evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources concerning real-world problems (I-Safe - Internet safety program).

##### **Technology productivity tools.**

Students will use technology/productivity tools to enhance learning, increase productivity, and promote creativity and to collaborate in constructing technology-enhanced models, prepare publications, and produce other creative works.

Students will be able to:

- use software to support learning and research (Open Office Writer, Calc, Impress, Microsoft Publisher, Inspiration).
- apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning (Open Office Writer, Calc, Impress, Microsoft Publisher).



# Computer Education

## **Technology communication tools.**

Students will use technology to collaborate, publish, and interact with peers, experts, and other audiences and will use a variety of media and formats to communicate information and ideas effectively to multiple audiences.

Students will be able to:

- design, develop, publish, and present products using technology resources that demonstrate and communicate curriculum concepts (create brochure, website, impress presentation, movie maker movie, Inspiration visual diagram).
- collaborate using technology and collaborative tools to investigate curriculum-related problems, issues, and information, and to develop solutions or products for audiences inside and outside the classroom (Internet scavenger hunt, Roundtrip project, create your own business project).



## **Technology research tools.**

Students will use technology to locate, evaluate, and collect information from a variety of sources, and to process data and report results, and evaluate and select new information resources based on the specific tasks.

Students will be able to:

- select and use application specific software to support learning and research, accomplish a variety of tasks and solve problems (Open Office Writer, Calc, Impress, Microsoft Publisher, Inspiration).
- design, develop, publish, and present products using technology (create brochure, website, impress presentation, movie maker movie, Inspiration visual diagram, etc.).
- collaborate with peers, and others using technology and collaborative tools to investigate curriculum-related problems, issues, and information, and to develop solutions or products (Internet scavenger hunt, Roadtrip project, create your own business project).
- Research and evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources concerning real-world problems (I-Safe).

## **Technology problem-solving and decision-making tools:**

Students will use technology resources for solving problems and making informed decisions, and will employ technology in the development of strategies for solving problems in the real world.

- apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum (Open Office Writer, Calc, Impress, Microsoft Publisher, Inspiration).
- design, develop, publish, and present products, selecting and using the appropriate technology tools (create brochure, website, impress presentation, movie maker movie, Inspiration visual diagram, etc.).
- demonstrate an understanding of concepts underlying hardware, software, and connectivity, and of practical applications to learning and problem solving (daily usage).
- research and evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources concerning real-world problems (I-Safe).