

Grade	Strand	Standard	Software	Introduced
Grades Nine through Twelve				
1.0 Information Technology Basics				
1.1		Develop expertise in selected groups of useful software.	Various	Classroom
1.2		Use teacher-managed e-mail accounts to support learning (e.g., contacting experts, collaborating, posting messages to lists, etc.).	Various	Lab/Classroom
1.3		Use on-line information sources to support research and learning.	Various	Library
1.4		Properly cite references from on-line sources.	Word	Lab/Classroom
1.5		Download images and software and import them to other applications.	Internet Explorer	Lab
2.0 Application and Integration of Technology				
2.01		Use information technology as a tool and resource for learning and skill-building across the curriculum.	Various	Classroom
2.02		Select and apply technology tools for research, information analysis, problem-solving, and decision-making in content learning.	Various	Classroom
2.03		Evaluate information gathered from technology resources for its reliability and validity.	Various	Library
2.04		Apply information technology resources to address life skill issues (e.g., managing finances, seeking employment, selecting colleges, etc.).	Various	Classroom
2.05		Analyze and describe how the selection and presentation of information in different media formats affects peoples' perception of the information.	Various	Classroom
2.06		Work in teams using technology tools and resources to create products larger and more complex than one student could accomplish alone.	Various	Classroom/Lab
2.07		Create and maintain a digital portfolio of academic achievements and career interests.	Various	Lab/elective
2.08		Experience the opportunity to become proficient in one or more programming languages.	C++	Lab / elective
2.09		Use equipment and software for advanced study in technology-related fields.	Various	Elective
2.10		Evaluate technology-based options, including distance and distributed education, for lifelong learning.	Various	Classroom
2.11		Routinely and efficiently use online information resources to meet needs for collaboration, research, publications, communications, and productivity.	Various	Library
3.0 Use of Creativity Tools				
3.1		Design creative, effective presentations for the purposes of information dissemination, persuasion, entertainment and education.	PowerPoint	Classroom / lab
3.2		Select and integrate written, audio, and video elements to	PowerPoint	Lab/Classroom

- convey a unified message.
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| 3.3 | Demonstrate effective applications of advanced multimedia (video editing, desktop publishing, authoring tools, etc.). | Various | Elective |
| 3.4 | Discover and describe new applications for technology tools beyond their original purpose. | Various | Home/Classroom |
| 3.5 | Demonstrate self-directed applications of creativity tools. | Various | Home/Classroom |
| 3.6 | Use creativity tools to produce musical compositions, animations, 3-D renderings, etc. | Various | Elective |
| 3.7 | Use computer systems with specialized interfaces or components (e.g., video input/output card, digital camera connection, microphone, etc.). | Various | Elective |

4.0 Information Technology in Life and Society

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| 4.1 | Demonstrate an understanding and application of legal and ethical issues related to information technology use. | None | Lab/Classroom |
| 4.2 | Analyze advantages and disadvantages of widespread use and reliance on technology in the workplace and in society as a whole. | Internet Explorer | Classroom |
| 4.3 | Analyze the actual and potential effects of information technology for the country and world (e.g., productivity, privacy, security, information overload, automation, etc.). | None | Lab/Classroom |
| 4.4 | Formulate reasoned predictions of the future directions of information technology and how these changes may affect society. | None | Classroom |
| 4.5 | Describe the factors that serve to foster or block the adoption of technology by nations and groups. | None | Classroom |
| 4.6 | Understand and follow the 5-12 Internet Use Guidelines. | Internet Explorer | Classroom |