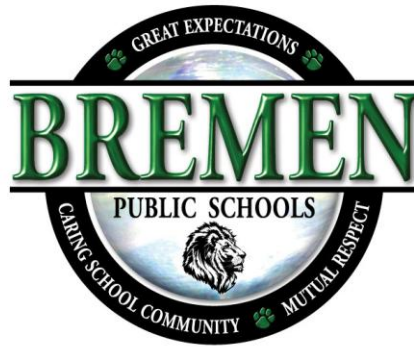


K-12 Educational Technology Standards

Adapted from the National Educational Technology Standards for Students



Bremen Public Schools

Russ Mikel, Superintendent

June 2010

Bremen Public Schools Technology Standards

Creativity and Innovation

Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:

- a. apply existing knowledge to generate new ideas, products, or processes.
- b. create original works as a means of personal or group expression.
- c. use models and simulations to explore complex systems and issues.
- d. identify trends and forecast possibilities.

Skills	K	1	2	3	4	5	6	7	8	9	10	11	12
Views or uses linear slide show	I	R	R	R	R	R	O	O	O	O	M	M	M
Creates linear slide show				I	R	R	R	O	O	O	O	M	M
Plans multimedia project							I	R	R	O	O	M	M
Works as part of team to create multimedia project							I	R	R	O	O	M	M
Takes digital images				I	R	R	R	R	O	O	O	O	M
Edits digital images								I	R	R	O	O	M
Uses basic drawing tools					I	R	R	R	O	O	O	M	M
Determines target audience, goal and purpose of presentation					I	R	R	R	O	O	O	M	M

I = Introduce the skill R= Reinforce the skill O = On-going M = Mastery

I = Introduce the skill (Example: Show students a slide presentation and discuss how it was created)

R= Reinforce the skill (Example: Have students create a simple presentation or document)

O = On-going (Example: Students add additional skills such as adding photos, tables, or animation to a presentation or document)

M = Mastery (Example: Students are familiar with most functions or features of programs in order to complete assigned projects.)

Bremen Public Schools Technology Standards

Communication and Collaboration

Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:

- a. interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
- b. communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- c. develop cultural understanding and global awareness by engaging with learners of other cultures.
- d. contribute to project teams to produce original works or solve problems.

Skills	K	1	2	3	4	5	6	7	8	9	10	11	12
Uses email for projects									I	O	O	M	M
Uses word processing software		I	R	R	R	O	O	O	O	M	M	M	M
Uses Sites that are bookmarked		I	R	R	R	O	O	O	O	M	M	M	M
Launches a browser and Navigates	I	R	R	O	O	O	O	O	O	M	M	M	M
Enters URLs and adds Bookmarks				I	R	R	O	O	O	O	M	M	M
Prints/Saves only needed text			I	R	R	O	O	O	O	O	M	M	M
Follows and practices netiquette			I	R	R	R	O	O	O	O	O	M	M
Participates in project teams								I	O	O	O	M	M

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Bremen Public Schools Technology Standards

Research and Information Fluency

Students apply digital tools to gather, evaluate, and use information. Students:

- a. plan strategies to guide inquiry.
- b. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
- c. Evaluate and select information sources and digital tools based on the appropriate to specific tasks.
- d. Process data and report results.

Skills	K	1	2	3	4	5	6	7	8	9	10	11	12
Uses grade level appropriate Search Engines			I	R	R	O	O	O	M	M	M	M	M
Evaluates sites and information for validity and accuracy					I	R	O	O	O	O	O	M	M
Selects appropriate online tools for research			I	R	R	O	O	O	O	O	O	M	M
Uses basic and Boolean search techniques					I	R	O	O	O	O	O	M	M
Copies and pastes text or images from Internet and multimedia sources				I	R	R	O	O	M	M	M	M	M
Cites variety of multimedia sources correctly					I	R	R	O	O	O	O	M	M

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Bremen Public Schools Technology Standards

Critical Thinking, Problem Solving, and Decision Making

Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. Students:

- a. identify and define authentic problems and significant questions for investigation.
- b. plan and manage activities to develop a solution or complete a project.
- c. collect and analyze data to identify solutions and /or make informed decisions.
- d. use multiple processes and diverse perspectives to explore alternative solutions.

Skills	K	1	2	3	4	5	6	7	8	9	10	11	12
Uses multiple resources to identify a problem or question to be researched or resolved			I	R	R	R	R	R	R	R	O	O	M
Evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of resources						I	R	R	R	R	O	O	M
Uses spreadsheet or database software for data collection					I	R	R	R	R	R	R	O	M
Uses multiple resources to help solve a problem or question.			I	R	R	R	O	O	O	O	O	M	M

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Bremen Public Schools Technology Standards

Digital Citizenship

Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students:

- a. advocate and practice safe, legal, and responsible use of information and technology.
- b. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- c. demonstrate personal responsibility for lifelong learning.
- d. exhibit leadership for digital citizenship.

Skills	K	1	2	3	4	5	6	7	8	9	10	11	12
Uses and Understands Acceptable Use Policy	I	R	R	R	O	O	O	O	O	M	M	M	M
Follows rules for technology use	I	R	R	R	R	R	O	O	O	O	M	M	M
Works cooperatively and collaboratively with others when using technology	I	R	R	R	R	R	O	O	O	O	O	M	M
Follows personal safety on the internet (not typing personal information)	I	R	R	R	R	R	O	O	O	M	M	M	M
Exhibits legal and ethical behaviors when using information and technology and discusses consequences of misuse				I	R	R	O	O	O	O	O	O	M
Understands and follows proper use of copyrighted materials					I	R	R	R	R	O	O	O	M
Cites resources properly						I	R	R	O	O	O	M	M

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Bremen Public Schools Technology Standards

Technology Operations and Concepts

Students demonstrate a sound understanding of technology concepts, systems, and operations. Students:

- a. understand and use technology systems.
- b. select and use applications effectively and productively.
- c. troubleshoot systems and applications.
- d. transfer current knowledge to learning of new technologies.

Skills	K	1	2	3	4	5	6	7	8	9	10	11	12
Uses input devices (mouse, keyboard, camera, slate)	I	R	R	R	R	O	O	O	M	M	M	M	M
Uses a multimedia resource to support learning.	I	R	R	R	R	R	O	O	O	O	O	M	M
Opens and Quits an Application	I	R	R	R	O	O	M	M	M	M	M	M	M
Works independently or in pairs on computer	I	I	R	R	O	O	O	M	M	M	M	M	M
Uses keyboard efficiently and effectively			I	R	R	O	O	M	M	M	M	M	M
Makes informed decisions in choosing the most appropriate technology resources			I	R	R	R	R	O	O	O	O	M	M
Saves and finds files and folders				I	R	R	O	O	M	M	M	M	M
Identify hardware/software problems							I	R	R	O	O	O	M

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