

## Course Curriculum Text Report

**Grade:** 6th Grade

**Course:** 6th Grade Computers

**Discipline:** Career and Technical Education

**Board Approval Date:** 7/23/2009

### Selected Objective Curriculum Items:

- Unit
- Local Objective
- Objective used to evaluate students
- Objective is A+
- Assessment Activity
- Level of Expectation
- List of concepts and Evaluation Types
- Learning Activity
- Instructional Method
- Content Standards
- Process Standards
- Equity/Workplace Readiness
- Resources
- Correction Exercise
- Enrichment Exercise
- Special Needs
- English Language Learner
- GLEs v1.0
- GLEs v2.0 and CLEs
- Objective Notes/Essential Questions

#### Unit

Creativity and Innovation (ISTE-NETS Standard 1)

#### Local Objective

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

- A. Use a variety of media technology resources for directed, independent, and collaborative activities and projects.
  - Use word processing, publishing, spreadsheet, multimedia authoring, concept mapping software and/or online resources and tools.
- B. Use technology resources and tools for problem solving, communication, and illustration of thoughts, ideas, and stories, and create developmentally appropriate multimedia products.
  - Use multimedia authoring, voice recording, and/or movie making software (i.e. Photostory3, Audacity)

#### Process Standards

1.4, 1.8, 2.1, 2.7

#### Unit

Communication and Collaboration (ISTE-NETS Standard 2)

#### Local Objective

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.

- A. Use technology resources (i.e. puzzles, logical thinking programs, writing tools, digital cameras, drawing tools, Google Earth) for problem solving and illustration of thoughts, ideas, and stories.
  - Use concept mapping software to create documents
  - Use word processing (simple document with limited formatting, i.e. fonts, styles, size, cut/copy/paste, tabs, save print and quit shortcuts)
  - Use multimedia software
  - Use publishing software
- B. Gather information and communicate with others using technology, with support from teachers or student partners.
  - Use web browser (basic use including hyperlinks, refresh, back, home, entering URL's, using and adding favorites, navigation, and use educational resources)
  - Use teacher directed online classroom systems (i.e. Moodle)
  - Use spreadsheets to organize and analyze information.
  - Create simple hyperlinks within documents (referencing)

#### Process Standards

1.4, 2.1, 2.7, 4.6

#### Unit

Research and Information Fluency (ISTE-NETS Standard 3)

#### Local Objective

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

- A. Gather information and communicate with others using technology.
  - Use web search resources to gather relevant information
  - Use web search strategies to gather relevant information
  - Evaluate information gathered from the internet for credibility and accuracy

B. Determine when technology is useful and select the appropriate tools and technology resources to address a variety of tasks and problems.

- Analyze and critically evaluate accuracy and reliability of resources (URL truncating, REAL (as referenced in [Web Literacy for Education](#)))
- Discriminate between appropriate use of Internet and traditional sources
- Use appropriate online resources for the intended purposes (almanacs, encyclopedias, dictionaries, etc.)
- Identify copyright principles (i.e. public domain, copy protection, licensing).

#### Process Standards

1.1, 1.4, 1.5, 1.7, 1.8

#### Unit

Critical Thinking, Problem Solving, and Decision Making (ISTE-NETS Standard 4)

#### Local Objective

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

- A. Use technology resources for problem solving, communication, and illustration of thoughts, ideas, and stories.
  - Employ basic troubleshooting/problem solving skills (i.e. software, office help assistant)
  - use problem solving and critical thinking skills when navigating educational resources on the internet.
- B. Evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources.
  - Compare results from two or more search resources.
  - Evaluate information gathered from the internet for accuracy, relevance, appropriateness, etc.

#### Process Standards

1.1, 1.2, 1.4, 1.5, 1.7

#### Unit

Digital Citizenship (ISTE-NETS Standard 5)

#### Local Objective

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

- A. Work cooperatively and collaboratively with peers when using technology.
  - Demonstrate compliance with Acceptable Use Policy
  - Show respect for privacy of individual passwords
  - Show respect for privacy/ownership of files
- B. Demonstrate and practice responsible and positive social and ethical behaviors when using technology.
  - Acknowledge/reference the work of others (i.e. showing web address of source)
  - Explain and use accepted rules of netiquette when communicating online
  - Recognize and respond appropriately to material or messages that are inappropriate or potentially compromise their safety

#### Process Standards

4.4, 4.6, 4.7

#### Unit

Technology Operations and Concepts (ISTE-NETS Standard 6)

#### Local Objective

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

- A. Use input and output devices to successfully operate technology.
  - identify basic hardware components (monitor, keyboard, cpu, mouse, screen, printer, headphones, microphone, saving devices, drives, projector, SmartBoard, document camera, scanner)
  - locate placement of all keys on keyboard
  - apply proper keyboarding technique
  - use additional operations (right click, copy, paste, keyboard shortcuts)
- B. Use a variety of media and technology and resources for directed and independent learning activities.
  - locate and access computer and network directories (C: H: and O: drives)
  - open, save, print and close files from computer and network directories
  - rename files
  - demonstrate initial search strategies for finding information (key words, topic listings, internet search resources)
  - move between active applications

#### Process Standards

1.4, 2.7