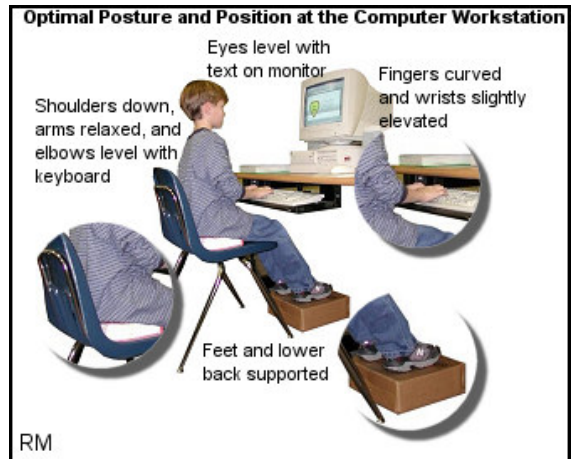


THIRD GRADE-FIFTH GRADE

By the end of fifth grade students will:

Basic Operations and Concepts

1. Demonstrate optimal posture and position at the computer workstation.
 - Eyes level with the text on the monitor
 - Shoulders down, arms relaxed
 - Elbows level with keyboard
 - Feet and lower back supported
 - Fingers curved
 - Wrists slightly elevated
2. Communicate about technology using developmentally appropriate and accurate terminology.
3. Use common input and output devices efficiently and effectively.
4. Use developmentally appropriate keyboard techniques.
Example: home row finger placement
5. Describe correct procedures for troubleshooting simple hardware and software problems.
Examples: adding printer paper, rebooting system, following classroom troubleshooting guides



Social, Ethical, and Human Issues

6. Discuss common uses of technology in daily life and the advantages and disadvantages associated with each.
7. Discuss basic issues related to responsible use of technology and information including personal consequences of inappropriate use.
8. Identify legal and ethical behaviors when using information and technology.
 - Copyright laws and fair use guidelines
 - Acceptable use policy
 - Internet use
9. Identify areas in which technology has impacted human lives.
Examples: transportation, communication, nutrition, sanitation, health care, entertainment

Technology Productivity Tools

10. Demonstrate basic operations of a word processor.
 - Selecting text
 - Font type and size
 - Alignment
 - Line spacing
 - Tabs
 - Spell checker
 - Thesaurus
 - Graphics
11. Utilize general purpose productivity tools to facilitate learning throughout the curriculum.
Examples: authoring and presentation software, web tools, digital cameras, scanners
12. Use a variety of media and technology resources to create and communicate knowledge products across the curriculum.
Example: individual and collaborative writing, presenting, and publishing

Technology Communications Tools

13. Use telecommunications and other media to collaborate and interact with peers and other audiences following appropriate laws and regulations.
Example: on-line curriculum projects such as cultural exchanges, discussions with experts

Technology Research Tools

14. Use the Internet to locate information.
Examples: search engines, Alabama Virtual Library (AVL), on-line encyclopedias
15. Determine appropriate keywords for finding information using a web search.
16. Evaluate the relevance and appropriateness of electronic information sources.
17. Relate search results to class or individual assignments.

Technology Problem-Solving and Decision-Making Tools

18. Use technology resources for problem solving.
Examples: data, probability, and relationship analysis; science experimentation; expert opinion comparison
19. Select appropriate technology tools and resources to address a variety of tasks and problems.
Examples: Internet portals, calculators, software