

COMPONENT	OBJECTIVES	COMPETENCY
<p>I Basic Operations and Concepts</p>	<ol style="list-style-type: none"> 1. Use common input and output devices (including adaptive devices when necessary) efficiently and effectively. Such as: <ul style="list-style-type: none"> • demonstrate use of computer hardware; • use a variety of input devices; • use output devices appropriately; • use storage devices appropriately; • locate, open, and close files from a specific input/output source; and • use a variety of software programs. 2. Demonstrate keyboarding proficiency in the following areas: <ul style="list-style-type: none"> • accuracy, proper finger placement, and • speed. 3. Discuss common uses of technology in daily life and the advantages and disadvantages those uses provide. 4. Determine when technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems. 	<ol style="list-style-type: none"> A. Students will independently demonstrate an understanding of a computer's operating system by manipulating files stored on a variety of devices. B. Students will demonstrate their ability to type keys diagonally above and below the home keys.
<p>II Technology Tools</p> <ul style="list-style-type: none"> • Productivity • Research • Problem-solving • Decision-making 	<ol style="list-style-type: none"> 1. Use general purpose productivity tools and peripherals to support personal productivity, remediate skill deficits, and facilitate learning throughout the curriculum. Such as: <ul style="list-style-type: none"> • use a desktop publishing program; • recognize and explore a database program; • use a word processing program to perform basic text formatting to move, insert, and delete blocks of text; • use spell check and thesaurus tools; • identify, recognize, and explore simple spreadsheets and graphs; and • integrate an illustration in a variety of applications. 2. Use technology tools for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom. 	<ol style="list-style-type: none"> A. Maintain an electronic journal. B. Using various forms of media and appropriate software, students will cooperatively create a presentation on the State of Florida. C. Using appropriate spreadsheet software, students will collaboratively conduct a class survey in order to prepare a spreadsheet report, for example, "Can we get a pet?" or "Where do you go for fun?" D. Illustrate original written material.

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<p>III Technology Communication Tools</p>	<p>3. Use technology resources for problem-solving, self-directed learning, and extended learning activities.</p> <ul style="list-style-type: none"> • Internet • CD-ROM • data collection probes • calculators • videos • educational software <p>1. Use telecommunications efficiently and effectively to access remote information, communicate with others in support of direct and independent learning, and pursue personal interests.</p> <ul style="list-style-type: none"> • send and receive individual and/or group email messages • identify online services as an information source • use CD-ROM as an information source <p>2. Use telecommunications and online resources to participate in collaborative problem-solving activities for the purpose of developing solutions or products for audiences inside and outside the classroom.</p>	<p>E. The student will use age appropriate multimedia authoring software to create a product that demonstrates knowledge of the following:</p> <ul style="list-style-type: none"> • text, sound, clip art, and transitions; • presentation tools; • web tools; • digital cameras; and • scanners. <p>A. With teacher assistance, students will individually or in a group write responses in order to communicate with keypals through email.</p> <p>B. Students will use an online service to search and gather data to be used in a research report.</p>
<p>IV Social, Ethical and Human Issues</p>	<p>1. Discuss basic issues related to responsible use of technology and information and describe personal consequences of inappropriate use.</p> <p>2. Observe and follow Miami-Dade County Public Schools' <i>Acceptable Use Policy</i>.</p> <p>3. Identify copyright laws as they pertain to software.</p> <p>4. Evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources.</p>	<p>A. After discussing copyright laws, students will be able to list a variety of media protected by these laws, such as compact discs, videos, audio cassettes, books, magazines, music, laserdiscs, and art.</p> <p>B. Students will participate in a class discussion of the Miami-Dade County Public Schools' <i>Acceptable Use Policy</i> and identify consequences for inappropriate use of the Internet.</p>