

Anacortes School District

Technology Standards for All Students

Building on the (National Educational Technology Standards (NETS) for Students, and the ISTE NETS for Teachers (NETS•T), Anacortes School District has modified the national standards and applied the benchmarks for both new and existing teaching staff.

The technology foundation standards for students are divided into six broad categories. Standards within each category are to be introduced, reinforced, and mastered by students. These categories provide a framework for linking performance indicators within the Profiles for Technology Literate Students to the standards. Teachers can use these standards and profiles as guidelines for planning technology-based activities in which students achieve success in learning, communication, and life skills.

Technology Foundation Standards for Students

1 Basic operations and concepts

- Students demonstrate a sound understanding of the nature and operation of technology systems.
- Students are proficient in the use of technology.

2 Social, ethical, and human issues

- Students understand the ethical, cultural, and societal issues related to technology.
- Students practice responsible use of technology systems, information, and software.
- Students develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, and productivity.

3 Technology productivity tools

- Students use technology tools to enhance learning, increase productivity, and promote creativity.
- Students use productivity tools to collaborate in constructing technology-enhanced models, prepare publications, and produce other creative works.

4 Technology communications tools

- Students use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences.
- Students use a variety of media and formats to communicate information and ideas effectively to multiple audiences.

5 Technology research tools

- Students use technology to locate, evaluate, and collect information from a variety of sources.
- Students use technology tools to process data and report results.
- Students evaluate and select new information resources and technological innovations based on the appropriateness for specific tasks.

6 Technology problem-solving and decision-making tools

- Students use technology resources for solving problems and making informed decisions.
- Students employ technology in the development of strategies for solving problems in the real world.

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K-2

Prior to completion of Grade 2, students will:

Skill	Technology Foundation Standard	Specific Curriculum (teaches skill and measures standard)
1. Use input devices (e.g., mouse, keyboard, remote control) and output devices (e.g., monitor, printer) to successfully operate computers and other media such as , (VCRs, audiotapes, and other technologies).	1. Basic operations and concepts	K - Investigations - Making Shapes 1 - Investigations - Quilt Squares 2 - Investigations - Shapes, Halves, Symmetry 2 - Investigations - How Long, How Far
2. Use a variety of media and technology resources for directed and independent learning activities and demonstrate technology as a tool.	1. Basic operations and concepts 3. Technology productivity tools	1 - Investigations - Quilt Squares
3. Communicate about technology using developmentally appropriate and accurate terminology	1. Basic operations and concepts	K - Investigations – Making Shapes 2 - Investigations - Shapes, Halves, Symmetry 2 - Investigations - How Long, How Far
4. Use developmentally appropriate multimedia resources (e.g., interactive books, educational software, elementary multimedia encyclopedias) to support learning	1. Basic operations and concepts	K - Investigations - Making Shapes 1 - Investigations - Quilt Squares 2 - Investigations - Shapes, Halves, Symmetry 2 - Investigations - How Long, How Far
5. Work cooperatively and collaboratively with peers and others when using technology in the classroom.	2. Social, ethical, and human issues	K - Investigations – Making Shapes 1 - Investigations - Quilt Squares 2 - Investigations - Shapes, Halves, Symmetry 2 - Investigations - How Long, How Far
6. Demonstrate positive social and ethical behaviors when using technology	2. Social, ethical, and human issues	
7. Practice responsible use of technology systems and software	2. Social, ethical, and human issues	K - Investigations - Making Shapes 2 - Investigations - Shapes, Halves, Symmetry 2 - Investigations - How Long, How Far
8. Create developmentally appropriate multimedia products with support from teachers or student partners.	3. Technology productivity tools	K - Investigations - Making Shapes 2 - Investigations - Shapes, Halves, Symmetry
9. Use technology resources (e.g., puzzles, logical thinking programs, writing tools, digital cameras, drawing tools) for problem solving, communication, and illustration of thoughts, ideas, and stories.	3. Technology productivity tools 4. Technology communication tools 5. Technology research tools 6. Technology problem solving and decision making tools	K - Investigations – Making Shapes 1 - Investigations - Quilt Squares 2 - Investigations - Shapes, Halves, Symmetry 2 - Investigations - How Long, How Far
10. Gather information and communicate with others using telecommunications, with support from teachers or students partners.	4. Technology communication tools	

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Grades 3-5

All students should have opportunities do demonstrate the following performances.
Prior to completion of Grade 5, students will:

Skill	Technology Foundation Standard	Assessment
1. Use keyboards and other common input and output devices (including adaptive devices when necessary) efficiently, effectively, and skillfully. (e.g., keyboarding using new technology)	1. Basic operations and concepts	3 - Investigations - Turtle Paths 3 - Investigations - Flips, Turns & Area 4 - Investigations - Sunken Ships 5 - Investigations - Picturing Polygons 5 - Investigations - Patterns of Change
2. Discuss common uses of technology in daily life and the advantages and disadvantages those provide. (e.g., best use is specific areas and appropriate application)	1. Basic operations and concepts 2. Social, ethical, and human issues	
3. Discuss basic issues related to responsible use of technology and information and describe personal consequences of appropriate use. (e.g., copyright, privacy, web browsing, resource reliability)	2. Social, ethical, and human issues.	
4. Use general purpose productivity tools and peripherals to support personal productivity, remediate skills deficits and facilitate learning throughout the curriculum. (e.g., appropriate software, graphics, organizers, remediation)	3. Technology productivity tools	3 - Investigations - Turtle Paths 3 - Investigations - Flips, Turns & Area 5 - Investigations - Picturing Polygons 5 - Investigations - Patterns of Change
5. Use technology tools (e.g., multimedia authoring, presentation, Web tools, digital cameras, scanners) for individual and collaborative writing, communication, and publishing activities to create knowledge products for audiences inside and outside the classroom.	3. Technology productivity tools 4. Technology communication tools	
6. Efficiently access remote information and communicate with others in support of direct and independent learning, and pursue personal interests.	4. Technology communication tools	
7. Use online resources: •e-mail •online discussions •Web environments to participate in collaborative problem solving activities for the purpose of developing solutions or products for audiences inside and outside the classroom.	4. Technology communication tools 5. Technology resource tools	
8. Use technology resources:	5. Technology resource tools	3 - Investigations - Turtle Paths

<ul style="list-style-type: none"> •calculators •data collection probes •videos •educational software <p>for problem solving, self directed learning, and extended learning activities</p>	<p>6. Technology problem solving and decision making tools</p>	<p>3 - Investigations - Flips, Turns & Area 4 - Investigations - Sunken Ships 5 - Investigations - Picturing Polygons 5 - Investigations - Patterns of Change</p>
<p>9. Determine which technology is useful and select the appropriate tool(s) and technology resources to address a variety of tasks and problems.</p>	<p>5. Technology resource tools 6. Technology problem solving and decision making tools</p>	
<p>10. Evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources.</p>	<p>6. Technology problem solving and decision making tools</p>	

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Grades 6-8

All students should have opportunities do demonstrate the following performances.
Prior to completion of Grade 8, students will:

Skills	Technology Foundation Standard	Assessment
1. Apply strategies for identifying and solving routine hardware and software problems that occur during everyday use.	1. Basic operations and concepts	
2. Demonstrate knowledge of current changes in information technologies and the effect those changes have on the workplace and society	2. Social, ethical, and human issues	
3. Exhibit legal and ethical behaviors when using information and technology, and discuss consequences of misuse	2. Social, ethical, and human issues	
4. Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research	3. Technology productivity tools 5. Technology research tools	
5. Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	3. Technology productivity tools 6. Technology problem solving and decision making tools	
6. Design, develop, publish, and present products (e.g., Web pages, videotapes) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	4. Technology communication tools 5. Technology research tools 6. Technology problem solving and decision making tools	
7. Collaborate with peers, experts, and others using telecommunications and collaborative tools to investigate curriculum-related problems, issues, and information, and to develop solutions or products for audiences inside and outside the classroom.	4. Technology communication tools 5. Technology research tools	
8. Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems as exposed	5. Technology research tools 6. Technology problem solving and decision making tools	
9. Demonstrate an understanding of concepts underlying hardware, software, and connectivity, and of practical applications to learning and problem solving	1. Basic operations and concepts 6. Technology problem solving and decision making tools	
10. Research and evaluate the accuracy, relevance,	2. Social, ethical, and human issues	

appropriateness, comprehensiveness, and bias of electronic information sources concerning real-world problems.	5. Technology research tools 6. Technology problem solving and decision making tools	
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Grades 9-12

All students should have opportunities do demonstrate the following performances.
Prior to completion of Grade 12, students will:

Skills	Technology Foundation Standard	Assessment
1. Identify capabilities and limitations of contemporary and emerging technology resources and assess the potential of these systems and services to address personal, lifelong learning, and workplace needs	2. Social, ethical, and human services	
2. Make informed choices among technology systems, resources, and services	1. Basic operations and concepts 2. Social, ethical, and human services	
3. Analyze advantages and disadvantages of widespread use and reliance on technology in the workplace and in society as a whole.	2. Social, ethical, and human services	
4. Demonstrate and advocate for legal and ethical behaviors among peers, family, and community regarding the use of technology and information	2. Social, ethical, and human services	
5. Use technology tools and resources for managing and communicating personal/professional information (e.g., finances, schedules, addresses, purchases, correspondence).	3. Technology productivity tools 4. Technology communication tools	
6. Evaluate technology-based options, including distance and distributed education, for lifelong learning	5. Technology research tools	
7. Routinely and efficiently use online information resources to meet needs for collaboration, research, publications, communications, and productivity	4. Technology communication tools 5. Technology research tools 6. Technology problem solving and decision making tools	
8. Select and apply technology tools for research, information analysis, problem-solving, and decision-making in content learning.	4. Technology communication tools 5. Technology research tools	
9. Investigate and apply expert systems, intelligent agents, and simulations in real-world situations.	3. Technology productivity tools 5. Technology research tools 6. Technology problem solving and decision	

	making tools	
10. Collaborate with peers, experts, and others to contribute to a content-related knowledge base by using technology to compile, synthesize, produce, and disseminate information, models, and other creative works.	4. Technology communication tools 5. Technology research tools 6. Technology problem solving and decision making tools	