

BASIC OPERATIONS AND CONCEPTS

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

SOCIAL, ETHICAL AND HUMAN ISSUES

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

TECHNOLOGY PRODUCTIVITY TOOLS

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

LiteracyTargets_OhioTechStandards.pdf

**KEY LITERACIES TARGETED BY
OHIO TECHNOLOGY ACADEMIC CONTENT STANDARDS
OHIO DEPARTMENT OF EDUCATION MAY 2011**

Computer and multimedia literacy is the ability to appropriately use hardware, software applications, multimedia tools and other electronic technology. It includes the usage of technology tools for productivity and communication. Computer and multimedia literacy forms the foundation for advanced study in computer science.

Information literacy is the acquisition, interpretation and dissemination of information. Information literacy focuses on effective methods for locating, evaluating, using and generating information. Technology-based information literacy skills encompass the utilization of the Internet and other electronic information resources for research and knowledge building.

Technological literacy addresses the abilities needed to participate in a technological world. It is the intersection of mathematics, science and technology. It encompasses unique knowledge, devices and capabilities used to solve problems. It identifies career connections between technology and the world of work. Technological literacy includes technology education and encompasses pre-engineering concepts.

OHIO TECHNOLOGY STANDARD 2: TECHNOLOGY AND SOCIETY INTERACTION

BENCHMARK A:

Define responsible citizenship relative to technology.

BENCHMARK D:

Practice responsible use of technology, understand school district guidelines for technology use, and explore technology ownership.

GRADE SIX

Intellectual Property

1. Understand the concept of intellectual property (e.g., author's ownership of work).
2. Compare key concepts of intellectual property including ownership of technology, copyright, patent, trademark, trade name, and discuss consequences of violating others intellectual property rights.
3. Distinguish original work from work that is plagiarized.

GRADE SEVEN

Intellectual Property

1. Analyze a situation to determine the steps necessary to respect intellectual property rights including patents, copyrights, trade names and trademarks.
2. Discuss plagiarism and its ramifications.
3. Understand that installation of software requires an appropriate software license, and that the license determines how many times the software may be installed (e.g., does the license allow the software to be installed on more than one computer?).
4. Understand that Web page content may not be copied and imported into a new owner's Web page.
5. Understand that photos, images, graphics, sounds or videos displayed on the Internet are generally copyright protected and may not be copied, pasted, saved, imported or used in new content without permission of the copyright owner.
6. Explore appropriate use of logos, icons, graphics, etc. in relation to trademark and trade name rights (e.g., understand that trademark logos may not be incorporated into new works without consent of the owner or payment of fees and/or royalties).
7. Analyze situations that arise regarding the use of intellectual property, including ethical considerations.
8. Determine steps necessary to respect intellectual property rights (e.g., obtain permission from the owner, credit the source of the items, pay a license fee to use the item).

GRADE EIGHT

Intellectual Property

1. Demonstrate legal and ethical practices when completing projects/schoolwork.
2. Adhere to copyright restrictions.
3. Define fair use in regard to technology-generated educational materials.
4. Discuss software piracy, its impact on the technology industry, and possible repercussions to individuals and/or the school district.
5. Determine copyright, trademark, trade name restrictions to consider when using the Internet or other technology resources (e.g., do not violate intellectual property restrictions when using materials).

**OHIO TECHNOLOGY STANDARD 3
TECHNOLOGY FOR PRODUCTIVITY APPLICATIONS**

BENCHMARK A:

Understand computer and multimedia technology concepts and communicate using the correct terminology.

1. Learn and use new technology terminology based on the computer and multimedia technology resources being used.
2. Define technological terms as discovered.

BENCHMARK B:

Use appropriate tools and technology resources to complete tasks and solve problems.

2. Demonstrate ability to login and use basic network services.
3. Discuss different software programs and what they do.
4. Collect/create digital images and sounds related to a particular topic.
5. Discuss image formats (JPG, GIF, tiff).
8. Touch-type letters on the keyboard with both hands (e.g., begin to learn how to type/keyboard, use continuous keystrokes).

BENCHMARK C:

Use productivity tools to produce creative works and prepare publications.

1. Use productivity tools and peripherals to increase skills and facilitate learning throughout the curriculum.
6. Use media and technology resources for presenting information (e.g., projectors, video cameras).

**OHIO TECHNOLOGY STANDARD 4
TECHNOLOGY AND COMMUNICATION APPLICATIONS**

BENCHMARK B:

Develop, publish and present information in print and digital formats.

2. Edit digital images (e.g., crop, enhance brightness/contrast, adjust color, resize)
4. Generate document that includes graphics from more than one source (e.g., find images that match assignment needs and insert them into a document).

