

Middle School Student Technology Standards: Grades 6-8

This tool is a list of minimum standards that all students should master by the end of Eighth grade.

Teachers should use these standards as a guideline for integrating technology into assignments and assessments. These items have been adopted at the national, state, and district levels. No one teacher or subject area has the responsibility to meet every item in the standard. The "x" denotes the grade level at which the skill should be mastered.

GRADE LEVEL	6	7	8
All students will use technology as a tool for learning.			
a. Access the school network (intranet)	X	X	X
b. Access, utilize, and close age appropriate, curriculum-based software programs (i.e., Accelerated Reader, PC Logo, Geometer's Sketchpad, etc.)	X	X	X
c. Utilize curriculum-specific tools and peripheral devices when appropriate (i.e., environmental probes, graphing calculators, printer, scanner, digital camera, printer, scanner, digital camera)		X	X
d. Demonstrates knowledge of current changes in information technologies and the effect those changes have on the workplace and society			X
All students will develop keyboarding skills to utilize the computer as a tool for learning.			
a. Maintain and enhance a working knowledge of key placement and manipulation	X	X	X
b. Demonstrate keyboarding speed and accuracy	X	X	X
All students will use desktop publishing software as a tool for learning			
a. Enter text into template	X	X	X
b. Print documents appropriately	X	X	X
c. Create documents and enter text	X	X	X
d. Insert and edit graphics/images		X	X
e. Perform advanced editing tasks (i.e. cut, copy , import, export, graphics)		X	X

f. Perform advanced formatting tasks (columns, margins, header/footer, pagination)		X	X
g. Save and retrieve documents to a server, a hard drive and a floppy disk independently			X
h. Integrate word processing with other applications such as databases, spreadsheets, etc.			X
i. Create original art work and geometric shapes with paint/draw software or objects			X
All students will use spreadsheet software as a tool for learning			
a. Use appropriate terminology specific to spreadsheet software		X	X
b. Enter data into pre-designed spreadsheets		X	X
c. Create and print a variety of charts		X	X
d. Save and retrieve documents to a server, a hard drive, and a floppy disk independently		X	X
e. Perform basic formatting tasks		X	X
f. Perform basic editing tasks		X	X
g. Enter functions and formulas for simple calculations		X	X
h. Create and print simple spreadsheets		X	X
i. Enter data and labels		X	X
j. Distinguish among cells, rows, columns, values, and labels		X	X
k. Sort spreadsheet data		X	X
All students will use multimedia software as a tool for learning			
a. Use grade level terminology specific to multimedia software	X	X	X
b. Create and present multimedia presentations	X	X	X
c. Perform basic editing tasks	X	X	X
d. Perform basic formatting tasks	X	X	X
e. Insert and edit graphics/images	X	X	X
f. Save and retrieve multimedia presentations to a server, a hard drive, or floppy disk	X	X	X
g. Incorporate sound and visual effects into presentations	X	X	X

All students will use electronic and on-line resources as tools for learning			
a. Use appropriate terminology specific to electronic and on-line resources	X	X	X
b. Navigate through electronic and on-line resources independently		X	X
c. Participate in collaborative activities with students in other classes, schools, states, and nations			X
d. Search for information using a keyword approach			X
e. Evaluate the accuracy, relevance, and bias of electronic information sources			X
All students will use database software as a tool for learning			
a. Use appropriate terminology specific to databases			X
b. Create, sort and search fields			X
c. Print reports			X
All students will practice responsible use of technology as a tool for learning			
a. Demonstrate basic care of computers and peripherals	X	X	X
b. Exhibit proper legal and ethical behavior in the use of technology	X	X	X
c. identify and solve routine hardware and software problems		X	X

6th grade Interactive Web Sites

Brain Teasers <http://www.eduplace.com/math/brain/> is a series of math brain teasers for different grade levels.

Word Problems for Kids <http://www.stfx.ca/special/mathproblems/welcome.html> has word problems for different grade levels, each with a hint, answer and how it was reached.

The American Sign Language Browser allows you to look up thousands of ASL signs <http://commtechlab.msu.edu/sites/aslweb>. Each sign includes a QuickTime video clip and explanation.

A+ Math <http://www.aplusmath.com/> is a colorful, interactive math site that includes flash cards, games, and a homework helper.

Funschool.com <http://funschool.com/> is a cornucopia of grade-specific activities from preschool to sixth grade. All activities are java-based and need atleast Netscape 3.0 or Internet Explorer 4.0.

STAWRS Kids Home Page <http://www.treas.gov/stawrs/kids/> allows kids to learn about taxes & how to start a business by creating a lemonade stand, lawnmowing service, or a band.

K-12 Environmental Health Science Education <http://www.niehs.nih.gov/od/k-12/k12home.htm> features professional development programs for teachers as well as science word scrambles & a spelling bee for students.

PBS Kids TechKnow <http://www.pbs.org/kids/techknow/> is a site that has several activities to get kids thinking about how to use the Internet. "Get Your Web License" quizzes kids on web addresses, ethics, and safety issues, and offers feedback along the way and a certificate upon completion of the quiz. "You be the Judge" asks kids to find and rate a theme-related site.

Darling's Guide to Grammar <http://webster.commnet.edu/HP/pages/darling/original.htm> provides writers with explanations of key concepts, examples of proper and improper usage and on-line quizzes. This site is updated daily.

Weekly Reader, <http://www.weeklyreader.com> an elementary student newspaper with separate editions for pre-kindergarten through grade six, offers online resources for children, teachers and parents.

Math Forum <http://forum.swarthmore.edu> offers resources for teaching math at all levels.

The Tiger Information Center <http://www.5tigers.org/> is dedicated to providing information to help preserve the remaining five subspecies of tigers.

You Be the Historian <http://americanhistory.si.edu/hohr/springer> offers a fun way to explore American history by looking at artifacts.

The History Channel <http://www.historychannel.com/> provides a nice website for getting access to reliable, primary source historical documentation. Useful aspects are the archives of great speeches and the This Day In History section.

The Fitness Files <http://fyiowa.webpoint.com/fitness/> contain topics such as the basic principles of fitness and how to prevent injuries. Students can also calculate their target heart rate, evaluate their fitness activities and take a fitness quiz.

Quia! <http://www.quia.com> utilizes flashcard drills, matching games, concentration, and word search puzzles to help students review and memorize factual information in the areas of math, science, foreign language, economics, and music.

The Headbone Zone <http://www.headbone.com/> is a collection of activities and games that provide a structured and engaging way to teach kids Internet research skills.

Eyes on Art version 2.0 <http://www.kn.pacbell.com/wired/art2> provides ideas on using the Internet as a resource for art activities. Includes actual activities plus links to sites with downloadable software.

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