Generation Y Unit Objectives

ISTE Performance Indicators Grades 6-8	1	2	3	4	5	6	7	8	9	10
Prior to the completion of Grade 8, Students will:										
1. Apply strategies for identifying and solving hardware and software problems that occur in everyday use.	3.5 3.6	3.2							1.1 3.2	
2. Demonstrate knowledge of current changes in informational technologies and the effects those changes have on the workplace and society.	1.1 1.4	2.1-10 3.1 3.2 3.3	3.1	1.7 2.4	1.1 1.2	1.1-6	1.1 1.2 1.3			
3. Exhibit legal and ethical behaviors when using information and technology and discuss consequences of misuse.	3.2 3.3 3.4 3.6	1.1 1.2		1.4 1.6 2.3 2.4 3.2		5.1 5.2 5.3 5.4 5.5	1.3	3.1		
4. Use content-specific tools, software, and simulations (e.g., environmental probes, graphing calculators, exploratory environments, Web tools) to support learning and research.	4.2		2.1 2.2 2.3 4.3	1.4 1.6 1.7 2.4 3.3	1.3 2.1-6 3.1 3.2 3.3 4.1-5					
5. Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.		2.2-10 3.2 3.3	2.1 2.2 2.3 4.3		2.1-6 3.1 3.2 3.3 4.1-5				2.3 3.3	1.1

Standard										
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.			2.1 2.2 2.3 4.3	3.3	2.1-6 3.1 3.2 3.3 3.4 4.1-5		3.1	1.1 1.2 1.3 1.4 2.1 2.2 2.3 4.1-5	1.2 2.3 3.1 3.3	1.1 3.1
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.	1.4 2.2	2.2-10 3.2 3.3	1.1 1.2 1.3 2.1 2.2 2.3 4.3	1.4 1.6 1.7 2.4 3.3		4.1	2.1 2.2 3.1			1.1 1.2 3.1
8. Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.		2.2-10	2.1 2.2 2.3 4.3	1.4 1.6 1.7 2.1			3.2 3.3	1.1 1.2 1.3 1.4 2.1 2.2 2.3 4.1-5	1.2 2.3 3.1 3.3	1.1
9. Demonstrate an understanding of concepts underlying hardware, software, and connectivity, and of practical applications to learning and problem solving.	1.1 3.2 3.3 3.5 3.6		2.1 2.2 2.3		1.1 1.2					
10. Research and evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources concerning real-world problems.						2.1 2.2 2.3 3.1 3.2 3.3 3.4 4.2				