

Appendix 1

National Student and North Carolina Technology Standards: A Comparison

National Technology Standards Grades 6 - 8	North Carolina Technology Standards: Seventh Grade (Other grade standards that will meet the National Standards are shown in <i>Italics</i> .)
1. Apply strategies for identifying and solving routine hardware and software problems that occur during every day use.	
2. Demonstrate knowledge of current changes in information technologies and the effect those changes have on the workplace and society.	1.3 Describe the impact of technology on the skills needed for the workplace.
3. Exhibit legal and ethical behaviors when using information and technology, and discuss consequences of misuse.	1.1 Demonstrate ethical behavior relating to security, privacy, passwords, and personal information. 1.2 Demonstrate an understanding of copyright by citing sources of copyrighted materials in papers, projects, and multimedia presentations.
4. Use content-specific tools, software, and simulations to support learning and research.	3.1 Select and use technology tools to collect, analyze, and display data. 3.3 Research, create, publish, and present projects related to content areas using a variety of technological tools.
5. Apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.	3.1 Select and use technology tools to collect, analyze, and display data. 3.2 Use word processing/desktop publishing for assignments/projects. 3.3 Research, create, publish, and present projects related to content areas using a variety of technological tools. 3.4 Search and sort information using more than one criterion and explain strategies used to find information. 3.6 Create/modify and use spreadsheets to solve problems related to content areas. 3.7 Choose charts/tables or graphs to best represent data and state reason.
6. Design, develop, publish and present products using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom.	3.2 Use word processing/desktop publishing for assignments/projects. 3.3 Research, create, publish, and present projects related to content areas using a variety of technological tools. 3.7 Choose charts/tables or graphs to best represent data and state reason.
7. Collaborate with peers, experts, and	<i>3.9 Use telecommunications to share and</i>

<p>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.</p>	<p><i>publish information. (Sixth Grade Standard)</i></p>
<p>8. Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.</p>	<p>2.2 Select appropriate spreadsheet functions to solve problems. 3.1 Select and use technology tools to collect, analyze, and display data. 3.2 Use word processing/desktop publishing for assignments/projects. 3.3 Research, create, publish, and present projects related to content areas using a variety of technological tools. 3.4 Search and sort information using more than one criterion and explain strategies used to find information. 3.5 Create/modify and use a database relevant to a classroom assignment. 3.6 Create/modify and use spreadsheets to solve problems related to content areas. 3.7 Choose charts/tables or graphs to best represent data and state reason. 3.8 Evaluate the information from electronic sources as to validity, appropriateness, content, and usefulness.</p>
<p>9. Demonstrate an understanding of concepts underlying hardware, software, and connectivity, and of practical applications to learning and problem solving.</p>	<p>2.1 Enter and edit data into a prepared spreadsheet to test simple “what if” statements. 2.2 Select appropriate spreadsheet functions to solve problems.</p>
<p>10. Research and evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources concerning real-world problems.</p>	<p>3.8 Evaluate the information from electronic sources as to validity, appropriateness, content, and usefulness.</p>