

**Computer Technology
Standards of Learning
For Virginia's Public Schools**

June 22, 2005

**Board of Education
Commonwealth of Virginia**

Computer/Technology Standards of Learning

Introduction

Technology Literate

*...to possess technology skills that support learning,
personal productivity, decision making, and daily life.*

Six-Year Educational Technology Plan for Virginia, 2003-2009

The Computer/Technology Standards of Learning identify and define the progressive development of essential knowledge and skills necessary for students to access, evaluate, use and create information using technology. They provide a framework for technology literacy and demonstrate a progression from physical manipulation skills for the use of technology, to intellectual skills necessary for information use, to skills needed for working responsibly and productively within groups. Computer/technology proficiency is not an end in itself, but lays the foundation for continuous learning. The focus is on learning using technology rather than learning about technology.

To become technologically proficient, the student must develop the skills through integrated activities in all content areas K-12, rather than through one specific course. These skills should be introduced and refined collaboratively by all K-12 teachers as an integral part of the learning process. Teachers can use these standards as guidelines for planning technology-based activities in which students achieve success in learning, communication, and prepare them to meet the challenges of today's technology-rich world of work.

Computer/Technology Standards of Learning

Grades K-2

Basic Operations and Concepts

- C/T K-2.1 The student will demonstrate knowledge of the nature and operation of technology systems.
- Identify the computer as a machine that helps people at school, work, and play.
 - Use technology to demonstrate the ability to perform a variety of tasks; among them turning on and off a computer, starting and closing programs, saving work, creating folders, using pull-down menus, closing windows, dragging objects, and responding to commands.
- C/T K-2.2 The student will demonstrate proficiency in the use of technology.
- Demonstrate the use of mouse, keyboard, printer, multimedia devices, and earphones.
 - Use multimedia resources such as interactive books and software with graphical interfaces.

Social and Ethical Issues

- C/T K-2.3 The student will practice responsible use of technology systems, information, and software.
- Know the school's rules for using computers.
 - Understand the importance of protecting personal information or passwords.
 - Understand the basic principles of the ownership of ideas.
- C/T K-2.4 The student will use technology responsibly.
- Demonstrate respect for the rights of others while using computers.
 - Understand the responsible use of equipment and resources.

Technology Research Tools

- C/T K-2.5 The student will use technology to locate, evaluate, and collect information from a variety of sources.
- Identify information in various formats.
 - Identify available sources of information.

Computer/Technology Standards of Learning

Problem-solving and Decision-making Tools

- C/T K-2.6 The student will use technology resources for solving problems and making informed decisions.
- Recognize that technology can be used to solve problems and make informed decisions.
 - Identify and select technologies to address problems.

Technology Communication Tools

- C/T K-2.7 The student will use a variety of media and formats to communicate information and ideas effectively to multiple audiences.
- Identify the best tool to communicate information.
 - Use technology tools for individual writing, communication, and publishing activities.
 - Demonstrate the ability to create, save, retrieve, and print document.