

Introduction to Computers and IT Correlation to: **ISTE: *National Educational Technology Standards for Students:***

Instructional Content Areas (Units)

IT Introduction Unit

Computer Research

Multimedia Presentations

Telecommunications and Ethics

IT In Our Lives

Information Management and Evaluation

Desktop Publishing

IT History

Word Processing

Basic Computer Functions

Computer Graphics

IT Careers

Spreadsheets

Troubleshooting and Maintenance

Databases

Web Publishing



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Overview

This document demonstrates a correlation between the ITcenter21: Introduction to Computers and IT (IT21: Intro) curriculum and the International Society for Technology in Education. *National Educational Technology Standards for Students: The Next Generation*. The IT21: Intro curriculum provides a hands-on learning experience using real-world problems to assist certification candidates in preparing for the exam. The IT21: Intro units are listed across the top row of the correlation chart. The checkmarks in the second column indicate that the standard is supported the course. The X's marked in the remaining columns provide information on specific curriculum units and the standards they support.

Source for standards listed on the following pages:

International Society for Technology in Education. *National Educational Technology Standards for Students: The Next Generation*. 2007.

<http://www.iste.org/inhouse/nets/cnets/students/pdf/NETS_for_Students_2007.pdf>.

<p align="center">ISTE: National Educational Technology Standards for Students: The Next Generation</p>	ITcenter21 Course	IT Introduction Unit	Computer Research	Multimedia Presentations	Telecommun. & Ethics	IT In Our Lives	Info. Mgmt & Evaluation	Desktop Publishing	IT History	Word processing	Basic Comp. Func.	Computer Graphics	IT Careers	Spreadsheets	Troubleshooting	Databases	Web Publishing
<p>Creativity and Innovation</p>																	
<p>Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:</p>																	
<p>a. apply existing knowledge to generate new ideas, products, or processes.</p>	✓		X	X				X		X	X	X		X	X	X	X
<p>b. create original works as a means of personal or group expression.</p>	✓			X				X		X		X		X		X	X
<p>c. use models and simulations to explore complex systems and issues.</p>	✓				X										X		
<p>d. identify trends and forecast possibilities.</p>																	
<p>Communication and Collaboration</p>																	
<p>Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students:</p>																	
<p>a. interact, collaborate, and publish with peers, experts or others employing a variety of digital environments and media.</p>	✓			X		X			X	X							X
<p>b. communicate information and ideas effectively to multiple audiences using a variety of media and formats.</p>	✓		X	X	X	X			X	X			X				
<p>c. develop cultural understanding and global awareness by engaging with learners of other cultures.</p>																	
<p>d. contribute to project teams to produce original works or solve problems.</p>	✓		X	X				X		X		X		X	X	X	X

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Research and Information Fluency																	
Students apply digital tools to gather, evaluate, and use information. Students:																	
a. plan strategies to guide inquiry.	✓		X			X	X		X								
b. locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	✓		X		X	X	X		X								
c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	✓		X		X	X	X		X								X
d. process data and report results.	✓		X			X	X		X				X				
Critical Thinking, Problem-Solving & Decision-Making																	
Students use critical thinking skills to plan and conduct research, manage projects, solve problems and make informed decisions using appropriate digital tools and resources. Students:																	
a. identify and define authentic problems and significant questions for investigation.	✓						X								X		
b. plan and manage activities to develop a solution or complete a project.	✓		X	X	X	X	X	X	X	X		X	X	X	X	X	X
c. collect and analyze data to identify solutions and/or make informed decisions.	✓														X		
d. use multiple processes and diverse perspectives to explore alternative solutions.	✓														X		

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Digital Citizenship																	
Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students:																	
a. advocate and practice safe, legal, and responsible use of information and technology.	✓				X		X										
b. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	✓	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
c. demonstrate personal responsibility for lifelong learning.																	
d. exhibit leadership for digital citizenship.																	
Technology Operations and Concepts																	
Students demonstrate a sound understanding of technology concepts, systems and operations. Students:																	
a. understand and use technology systems.	✓		X	X	X		X	X	X	X	X	X	X	X	X	X	X
b. select and use applications effectively and productively.	✓			X		X		X	X	X		X		X		X	X
c. troubleshoot systems and applications.	✓														X		
d. transfer current knowledge to learning of new technologies.	✓		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X