Advanced Computer Applications
High School

1.0 Apply ethical and legal and standards in using and implementing technology.
1.1 Comprehend and follow established guidelines and laws of privacy and ownership.

2.0 Use and transfer technical knowledge and skills for life roles.
2.1 Analyze the uses of technology for daily life activities and their effect on society.
2.2 Analyze career opportunities and their uses of technology.
2.3 Describe "home" uses of technology and their impact.

3.0 Use technology to communicate effectively and creatively.
3.1 Use technologies to demonstrate skills and a systematic solution to a problem(s).
3.2 Given a problem, develop multiple options and present the solutions using a variety of technologies.
3.3 Evaluate graphical information received through technologies.

4.0 Use technology to explore ideas, solve problems, and construct meanings.
4.1 Apply technological procedures to overcome obstacles when implementing a solution.
4.2 Evaluate and implement the best possible technologies to utilize when solving a problem.

5.0 Students will know the characteristics and uses of computer hardware and operating systems.
5.1 Understand and demonstrate the uses of computers and peripherals (scanners, digital cameras, printers, etc.).
5.2 Compare/contrast various types of software.
5.3 Design clip art from beginning to end using software programs.
5.4 Manipulate graphical material to create new results.

6.0 Use technology and its applications to maximize productivity and skill development.
6.1 Demonstrates how to import, export, and merge data stored in different formats.
6.2 Understands and knows how to use the Internet as a research, and graphical tool.
6.3 Identifies and uses advanced features of software products (galleries, templates, macros).

6.4 Demonstrates the transferring of graphical data from a variety of sources (internet, CD-Rom, digital camera, scanner, etc.).