



Web Design High School

1.0 Apply ethical and legal standards in using and implementing technology.

1.1 Comprehend and follow established guidelines and laws of privacy and ownership.

1.2 Practice ethical and legal use of technological resources as a lifelong skill.

2.0 Use and transfer technical knowledge and skills for life roles (family member, citizen, and consumer).

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) (voice, data, video, graphic, etc.).

3.2 Given a problem, develop multiple options and present the solutions using a variety of technologies.

3.3 Retrieve, communicate, organize, evaluate and manipulate information using a technological system (voice, data, video, graphics, etc.).

3.4 Evaluate 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 Apply a variety of input devices (keyboard, voice/sound recorders, cameras, video recorders, etc.).

5.3 Compare and contrast various types of hardware.

5.4 Evaluate the features and uses of current and emerging technologies related to computing (optical character recognition, sound processing, cable and digital television, cellular and digital phones, ADS brakes, etc.).

6.0 Use technology and its applications to maximize productivity and skill development.

6.1 Demonstrate how to import, export, and merge data stored in different formats.

6.2 Understand the uses of listervs, usenet newsreaders and bulletin board systems.

6.3 Identify and use advanced features of software products (galleries, templates, macros, etc.).

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

7.0 Understand the relationships among technology, society, and the individual.

7.1 Analyze ways in which social and economic forces influence which technologies will be developed and used.

7.2 Observe common courtesies and acceptable use policies while telecomputing.

7.4 Describe the various background and training needed to develop and improve technology.