Chardon Local Schools Curriculum

Technology K-12

Curriculum Description / Overview
The purpose of the Chardon Local Schools Technology Department is to create lifelong learners who utilize 21st Century Skills: Effective Communication Skills, Learning and Innovation Skills, Information, Media and Technology Skills, Life and Career skills.

Strand (CS)	Computing Systems -Addresses how devices, including hardware and software, interact to accomplish tasks and how students can troubleshoot computing systems when they do not work as intended.
Power Objective #1	CS.T.6.a Use a systematic process to identify and evaluate the source of a routine computing problem. Select the best solution to solve the computing problem and communicate the solution to others
Supporting Indicators	Apply troubleshooting strategies given to diagnose problems and develop solutions to resolve technology issues.
Power Objective #2	CS.HS.9-12.F.a Students will make decisions on the use of hardware and software combinations to effectively complete a task.
Supporting Indicators	Using problem based strategies students will decide which devices and software programs should be used to produce a product that demonstrates their knowledge.
Power Objective #3	ISTE 3a Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.
Supporting Indicators	3b Students evaluate the accuracy, perspective, credibility and relevance of information, media, data or other resources.
Strand (Tech.)	Society and Technology: The interconnectedness of technology, self, society and the natural world, specifically addressing the ethical, legal, political and global impact of technology.
Power Objective #1	Demonstrate appropriate use of technology and explain the importance of responsible and ethical technology use.
Supporting Indicators	Use technology in a safe and secure way (Digital citizenship, Internet Safety).

Power Objective #2	2Students engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices.
Supporting Indicators	Employ strategies to avoid plagiarism and copyright violation.
Power Objective #3	ISTE 2a Students cultivate and manage their digital identity and reputation and are aware of the permanence of their actions in the digital world.
Supporting Indicators	Students are cognisant of their digital footprint and potential consequences.
Strand - Tech.	Information and Communications Technology :The understanding and application of digital learning tools for accessing, creating, evaluating, applying and communicating ideas and information.
Power Objective #1	Topic 1: Identify and use appropriate digital learning tools and resources to accomplish a defined task.
Supporting Indicators	Be proficient in Google Suite applications.
Power Objective #2	ISTE 6 Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.
Supporting Indicators	Apply technology knowledge to other software applications.
Power Objective #3	ISTE 6c Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations
Supporting Indicators	6d ISTE Students publish or present content that customizes the message and medium for their intended audiences.
Strand (CS)	Impacts of Computing – Addresses computing's influence on our world by examining the relationship between computing and culture, computing's impact on social interaction, and legal and ethical implications of computing.
Power Objective #1	Identify issues of bias and accessibility in the design of existing technologies to address equality and equity in

	society.
Supporting Indicators	ISTE 7b Students use collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.
Power Objective #2	ISTE 4 Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.
Supporting Indicators	ISTE 7D Students explore local and global issues and use collaborative technologies to work with others to investigate solutions.