

**The International School of Kuala Lumpur
Information Technology Standards and Benchmarks
Grades 6-8**

Standard 1: Understands the nature and operations of information/technology systems.

Benchmarks:

1.1: Students will apply strategies for identifying and solving routine hardware and software problems that occur during everyday use.

1.2: Students will demonstrate an understanding of concepts underlying hardware, software, and connectivity of practical applications to learning and problem solving.

Standard 2: Understands the ethical, cultural, and social issues related to information and technology.

Benchmarks:

2.1: Students will demonstrate knowledge of current changes in information technologies and the effect those changes have on the workplace and society.

2.2: Students will exhibit legal and ethical behaviors when using information and technology, and discuss consequences of misuse.

2.3: Students will research and evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources concerning real-world problems. (Cross ref. 5.1)

Standard 3: Uses information technology to enhance learning, increase productivity and promote creativity.

Benchmarks:

3.1: Students will use content-specific tools, software and simulations to support learning and research. (Cross ref. 5.2)

3.2: Students will apply productivity/multimedia tools and peripherals to support personal productivity, group collaboration, and learning throughout the curriculum.

Standard 4: Uses technology to process and communicate information effectively.

Benchmarks:

4.1: Students will design, develop, publish, and present products (e.g. web pages, presentations, videotape) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom. (Cross ref. 5.3)

4.2: Students will collaborate with peers, experts, and others using telecommunications and collaborative tools to investigate curriculum-related problems, issues, and information, and to develop solutions or products for audiences inside and outside the classroom. (Cross ref. 5.4)

Standard 5: Understands processes and skills necessary to research information and solve problems.

Benchmarks:

5.1: Students will research and evaluate the accuracy, relevance, appropriateness, comprehensiveness, and bias of electronic information sources concerning real-world problems. (Cross ref. 2.3)

5.2: Students will use content-specific tools, software and simulations to support learning and research. (Cross ref. 3.1)

5.3: Students will design, develop, publish, and present products (e.g. web pages, presentations, videotape) using technology resources that demonstrate and communicate curriculum concepts to audiences inside and outside the classroom. (Cross ref. 4.1)

5.4: Students will collaborate with peers, experts, and others using telecommunications and collaborative tools to investigate curriculum-related problems, issues, and information, and to develop solutions or products for audiences inside and outside the classroom. (Cross ref. 4.2)

5.5: Students will select and use appropriate tools and technology resources to accomplish a variety of tasks.