

	GRADE 6	
	Acceptable Use Policies	Discussion
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, pr	roducts, or processes.
2.b.	Communicate information and ideas effectively to m media and formats.	nultiple audiences using a variety of
2.c.	Develop cultural understanding and global awarene other cultures.	ss by engaging with learners of
5.a.	Advocate and practice safe, legal, and responsible	use of information and technology.
5.b.	Exhibit a positive attitude toward using technology t learning, and productivity.	hat supports collaboration,
5.d.	Exhibit leadership for digital citizenship.	
	Acceptable Use Policy Video	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, pr	roducts, or processes.
1.b.	Create original works as a means of personal or gro	oup expression.
1.c.	Use models and simulations to explore complex sys	stems and issues.
2.b.	Communicate information and ideas effectively to m media and formats.	nultiple audiences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and variety of sources and media.	d ethically use information from a
3.c.	Evaluate and select information sources and digital appropriateness to specific tasks.	tools based on the
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or	complete a project.
4.C.	Collect and analyze data to identify solutions and/or	r make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible	use of information and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and producti	vely.
	Adding and Subtracting	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, pr	roducts, or processes.
1.b.	Create original works as a means of personal or gro	oup expression.
2.a.	Interact, collaborate, and publish with peers, expert digital environments and media.	s, or others employing a variety of





2.b.	Communicate information and ideas effectively to multiple audie media and formats.	ences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically us variety of sources and media.	e information from a
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make inform	med decisions.
5.a.	Advocate and practice safe, legal, and responsible use of inform	nation and technology.
5.b.	Exhibit a positive attitude toward using technology that supports learning, and productivity.	s collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Advanced Report Writing	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group expression	on.
2.b.	Communicate information and ideas effectively to multiple audie media and formats.	ences using a variety of
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Alternative Solutions	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or p	processes.
2.d.	Contribute to project teams to produce original works or solve p	problems.
4.d.	Use multiple processes and diverse perspectives to explore alte	ernative solutions.
	Anchor Tags	Lesson
Code	Standard	
1.b.	Create original works as a means of personal or group expression	on.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	employing a variety of
2.b.	Communicate information and ideas effectively to multiple audie media and formats.	ences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of inform	nation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Appliance Guide	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or p	processes.





1.b.	Create original works as a means of personal or group expres	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	diences using a variety of
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make info	ormed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of info	rmation and technology.
5.b.	Exhibit a positive attitude toward using technology that support learning, and productivity.	orts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Attributes	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	r processes.
1.b.	Create original works as a means of personal or group expres	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or other digital environments and media.	rs employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	diences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of info	rmation and technology.
5.b.	Exhibit a positive attitude toward using technology that support learning, and productivity.	orts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Audacity Video Tutorials for Student Projects	Web Link
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	r processes.
1.b.	Create original works as a means of personal or group expres	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or other digital environments and media.	rs employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	diences using a variety of
5.b.	Exhibit a positive attitude toward using technology that support learning, and productivity.	rts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Audience and Media	Discussion



Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Audience and Organization Lesson
Code	Standard
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
4.b.	Plan and manage activities to develop a solution or complete a project.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Audio/Video Lesson
Code	Standard
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
4.b.	Plan and manage activities to develop a solution or complete a project.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Bake Sale Spreadsheet Application Exercise
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.





2.a.	Interact, collaborate, and publish with peers, experts, or other digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	liences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically uvariety of sources and media.	use information from a
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of infor	rmation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	rts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Bar Graphs	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
1.c.	Use models and simulations to explore complex systems and	issues.
2.a.	Interact, collaborate, and publish with peers, experts, or other digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	liences using a variety of
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically uvariety of sources and media.	use information from a
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a	a project.
4.C.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of infor	rmation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Basic Components	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
2.a.	Interact, collaborate, and publish with peers, experts, or other digital environments and media.	s employing a variety of
3.d.	Process data and report results.	



4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collabor learning, and productivity.	ation,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Basic Formatting Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes	,).
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences usir media and formats.	ng a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use informa variety of sources and media.	tion from a
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decis	sions.
5.a.	Advocate and practice safe, legal, and responsible use of information and	d technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Basic HTML Unit Quiz Quiz	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences usir media and formats.	ng a variety of
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decis	sions.
5.a.	Advocate and practice safe, legal, and responsible use of information and	d technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Basic Operations Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes) .
1.b.	Create original works as a means of personal or group expression.	



2.a.	Interact, collaborate, and publish with peers, experts, or other digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	liences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of info	rmation and technology.
5.b.	Exhibit a positive attitude toward using technology that support learning, and productivity.	rts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Basketball Budget Spreadsheet	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group express	sion.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically uvariety of sources and media.	use information from a
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make info	ormed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Ro an Opan Rook	Application Exercise
	Be an Open Book	Application Exercise
Code	Standard	Application Exercise
Code 1.b.		
	Standard	
1.b.	Standard Create original works as a means of personal or group express	sion.
1.b. 3.d.	Standard Create original works as a means of personal or group express Process data and report results.	sion. a project.
1.b. 3.d. 4.b.	StandardCreate original works as a means of personal or group expressProcess data and report results.Plan and manage activities to develop a solution or complete a	sion. a project. prmed decisions.
1.b. 3.d. 4.b. 4.c.	StandardCreate original works as a means of personal or group expressProcess data and report results.Plan and manage activities to develop a solution or complete aCollect and analyze data to identify solutions and/or make info	sion. a project. prmed decisions. rmation and technology.
1.b. 3.d. 4.b. 4.c. 5.a.	Standard Create original works as a means of personal or group express Process data and report results. Plan and manage activities to develop a solution or complete a Collect and analyze data to identify solutions and/or make info Advocate and practice safe, legal, and responsible use of infor Exhibit a positive attitude toward using technology that support	sion. a project. prmed decisions. rmation and technology.
1.b. 3.d. 4.b. 4.c. 5.a.	Standard Create original works as a means of personal or group express Process data and report results. Plan and manage activities to develop a solution or complete a Collect and analyze data to identify solutions and/or make info Advocate and practice safe, legal, and responsible use of infor Exhibit a positive attitude toward using technology that suppor learning, and productivity.	sion. a project. ormed decisions. rmation and technology. rts collaboration,
1.b. 3.d. 4.b. 4.c. 5.a. 5.b.	Standard Create original works as a means of personal or group express Process data and report results. Plan and manage activities to develop a solution or complete a Collect and analyze data to identify solutions and/or make info Advocate and practice safe, legal, and responsible use of infor Exhibit a positive attitude toward using technology that suppor learning, and productivity. Become an Internet Sleuth: Strategies to Guide Inquiry	sion. a project. ormed decisions. rmation and technology. rts collaboration,
1.b. 3.d. 4.b. 4.c. 5.a. 5.b. Code	Standard Create original works as a means of personal or group express Process data and report results. Plan and manage activities to develop a solution or complete a Collect and analyze data to identify solutions and/or make info Advocate and practice safe, legal, and responsible use of info Exhibit a positive attitude toward using technology that suppor learning, and productivity. Become an Internet Sleuth: Strategies to Guide Inquiry Standard	sion. a project. ormed decisions. rmation and technology. rts collaboration, Application Exercise
1.b. 3.d. 4.b. 4.c. 5.a. 5.b. Code 3.a.	Standard Create original works as a means of personal or group express Process data and report results. Plan and manage activities to develop a solution or complete a Collect and analyze data to identify solutions and/or make info Advocate and practice safe, legal, and responsible use of info Exhibit a positive attitude toward using technology that suppor learning, and productivity. Become an Internet Sleuth: Strategies to Guide Inquiry Standard Plan strategies to guide inquiry. Locate, organize, analyze, evaluate, synthesize, and ethically u	sion. a project. prmed decisions. rmation and technology. rts collaboration, Application Exercise
1.b. 3.d. 4.b. 4.c. 5.a. 5.b. Code 3.a. 3.b.	Standard Create original works as a means of personal or group express Process data and report results. Plan and manage activities to develop a solution or complete a Collect and analyze data to identify solutions and/or make info Advocate and practice safe, legal, and responsible use of info Exhibit a positive attitude toward using technology that suppor learning, and productivity. Become an Internet Sleuth: Strategies to Guide Inquiry Standard Plan strategies to guide inquiry. Locate, organize, analyze, evaluate, synthesize, and ethically uvariety of sources and media. Evaluate and select information sources and digital tools base	sion. a project. prmed decisions. rmation and technology. rts collaboration, Application Exercise

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Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
2.d.	Contribute to project teams to produce original works or solve problems.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
4.b.	Plan and manage activities to develop a solution or complete a project.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
	Birth Certificate Application Exercise
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
4.b.	Plan and manage activities to develop a solution or complete a project.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Blogs Lesson
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.



2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.	
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
5.d.	Exhibit leadership for digital citizenship.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Book Recommendation Web Page Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Book Report Progress Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	



6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Brainstorming	Web Link
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products,	or processes.
1.b.	Create original works as a means of personal or group expl	ression.
	Browsing and URLs	Lesson
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or oth digital environments and media.	ners employing a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethical variety of sources and media.	ly use information from a
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make i	nformed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of ir	nformation and technology.
5.b.	Exhibit a positive attitude toward using technology that sup learning, and productivity.	ports collaboration,
6.b.	Select and use applications effectively and productively.	
	Browsing Basics	Lesson
Code	Browsing Basics Standard	Lesson
Code 3.d.	5	Lesson
	Standard	
3.d.	Standard Process data and report results.	nformed decisions.
3.d. 4.c.	Standard Process data and report results. Collect and analyze data to identify solutions and/or make i	nformed decisions.
3.d. 4.c. 5.a.	StandardProcess data and report results.Collect and analyze data to identify solutions and/or make iAdvocate and practice safe, legal, and responsible use of ir	nformed decisions.
3.d. 4.c. 5.a. 6.a.	Standard Process data and report results. Collect and analyze data to identify solutions and/or make i Advocate and practice safe, legal, and responsible use of ir Understand and use technology systems.	nformed decisions.
3.d. 4.c. 5.a. 6.a.	Standard Process data and report results. Collect and analyze data to identify solutions and/or make i Advocate and practice safe, legal, and responsible use of ir Understand and use technology systems. Select and use applications effectively and productively.	nformed decisions. nformation and technology.
 3.d. 4.c. 5.a. 6.a. 6.b. 	Standard Process data and report results. Collect and analyze data to identify solutions and/or make in Advocate and practice safe, legal, and responsible use of in Understand and use technology systems. Select and use applications effectively and productively. Camping Supplies Spreadsheet	nformed decisions. nformation and technology. Application Exercise
3.d. 4.c. 5.a. 6.a. 6.b. Code	Standard Process data and report results. Collect and analyze data to identify solutions and/or make in Advocate and practice safe, legal, and responsible use of in Understand and use technology systems. Select and use applications effectively and productively. Camping Supplies Spreadsheet Standard	nformed decisions. nformation and technology. Application Exercise
3.d. 4.c. 5.a. 6.a. 6.b. Code 1.a.	Standard Process data and report results. Collect and analyze data to identify solutions and/or make i Advocate and practice safe, legal, and responsible use of ir Understand and use technology systems. Select and use applications effectively and productively. Camping Supplies Spreadsheet Standard Apply existing knowledge to generate new ideas, products,	nformed decisions. nformation and technology. Application Exercise or processes. ression.
3.d. 4.c. 5.a. 6.a. 6.b. Code 1.a. 1.b.	StandardProcess data and report results.Collect and analyze data to identify solutions and/or make iAdvocate and practice safe, legal, and responsible use of irUnderstand and use technology systems.Select and use applications effectively and productively.Camping Supplies SpreadsheetStandardApply existing knowledge to generate new ideas, products,Create original works as a means of personal or group expertInteract, collaborate, and publish with peers, experts, or other	nformed decisions. nformation and technology. Application Exercise or processes. ression. hers employing a variety of
3.d. 4.c. 5.a. 6.a. 6.b. Code 1.a. 1.b. 2.a.	StandardProcess data and report results.Collect and analyze data to identify solutions and/or make iAdvocate and practice safe, legal, and responsible use of irUnderstand and use technology systems.Select and use applications effectively and productively.Camping Supplies SpreadsheetStandardApply existing knowledge to generate new ideas, products,Create original works as a means of personal or group expertInteract, collaborate, and publish with peers, experts, or othdigital environments and media.Communicate information and ideas effectively to multiple application	nformed decisions. nformation and technology. Application Exercise , or processes. ression. ners employing a variety of audiences using a variety of



4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of info	rmation and technology.
5.b.	Exhibit a positive attitude toward using technology that support learning, and productivity.	orts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Career Exploration	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group expres	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or other digital environments and media.	rs employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	diences using a variety of
4.b.	Plan and manage activities to develop a solution or complete	a project.
5.a.	Advocate and practice safe, legal, and responsible use of info	rmation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Cell Formatting	Lesson
Code	Standard	
1.b.	Create original works as a means of personal or group expres	ssion.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically variety of sources and media.	use information from a
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make info	ormed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Charts and Graphs	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	r processes.
1.b.	Create original works as a means of personal or group expres	ssion.
1.c.	Use models and simulations to explore complex systems and	issues.
2.a.	Interact, collaborate, and publish with peers, experts, or other digital environments and media.	rs employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	diences using a variety of





3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	а
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Class Survey Report Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety digital environments and media.	′ Of
2.b.	Communicate information and ideas effectively to multiple audiences using a variet media and formats.	y of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from variety of sources and media.	a
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology)gy.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Classroom Measurements Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from variety of sources and media.	a
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Coin Toss Probability Application Exercise	
Code	Standard	





Create original works as a means of personal or group expression.
Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
Process data and report results.
Collect and analyze data to identify solutions and/or make informed decisions.
Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
Understand and use technology systems.
Select and use applications effectively and productively.
Collaborative Tools in Word Processors Application Exercise
Standard
Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
Contribute to project teams to produce original works or solve problems.
Exhibit a positive attitude toward using technology that supports collaboration,
learning, and productivity.
learning, and productivity. Select and use applications effectively and productively.
Select and use applications effectively and productively.
Select and use applications effectively and productively.Colonial Web PageApplication Exercise
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2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.a.	Plan strategies to guide inquiry.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Communicating Online Unit Quiz for Grades 6 to 8 Quiz
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
	Community Sites Lesson
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.



5.a.	Advocate and practice safe, legal, and responsible use of inform	nation and technology.
5.b.	Exhibit a positive attitude toward using technology that supports learning, and productivity.	s collaboration,
6.a.	Understand and use technology systems.	
	Comparing Stories A	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group expression	on.
2.b.	Communicate information and ideas effectively to multiple audie media and formats.	nces using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of inform	nation and technology.
5.b.	Exhibit a positive attitude toward using technology that supports learning, and productivity.	s collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Completing a Task A	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or p	rocesses.
1.b.	Create original works as a means of personal or group expression	on.
1.c.	Use models and simulations to explore complex systems and iss	sues.
2.a.	Interact, collaborate, and publish with peers, experts, or others e digital environments and media.	employing a variety of
2.b.	Communicate information and ideas effectively to multiple audie media and formats.	nces using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use variety of sources and media.	e information from a
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make inform	ned decisions.
5.a.	Advocate and practice safe, legal, and responsible use of inform	nation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Composing Slides L	Lesson
Code	Standard	
1.b.	Create original works as a means of personal or group expression	on.
2.b.	Communicate information and ideas effectively to multiple audie media and formats.	nces using a variety of
4.b.	Plan and manage activities to develop a solution or complete a p	project.

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6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Computer Basics Unit Quiz	Quiz
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.c.	Use models and simulations to explore complex systems and	issues.
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	liences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of infor	rmation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	rts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Computer Compatibility	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.c.	Use models and simulations to explore complex systems and	issues.
6.a.	Understand and use technology systems.	
6.c.	Troubleshoot systems and applications.	
	Computer Components	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.c.	Use models and simulations to explore complex systems and	issues.
5.a.	Advocate and practice safe, legal, and responsible use of infor	rmation and technology.
6.a.	Understand and use technology systems.	
6.c.	Troubleshoot systems and applications.	
	Computer Fundamentals Unit Quiz	Quiz
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.c.	Use models and simulations to explore complex systems and	issues.
5.a.	Advocate and practice safe, legal, and responsible use of infor	rmation and technology.
6.a.	Understand and use technology systems.	
6.C.	Troubleshoot systems and applications.	
	Computer Navigation Unit Quiz	Quiz
Code	Standard	



6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Computer Rules Sign	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Computer Rules Skit	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.c.	Use models and simulations to explore complex systems and	issues.
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Controversial Issue	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
4.b.	Plan and manage activities to develop a solution or complete a	a project.
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Copying Formulas and Functions	Lesson
Code	Standard	



1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Correcting Hyphenation Application Exercise
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Create a Set of Instructions Application Exercise
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
1.d.	Identify trends and forecast possibilities.
	Create your first photo story with Photo Story 3 for Windows Web Link
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.





1.b.	Create original works as a means of personal or group express	ion.
2.b.	Communicate information and ideas effectively to multiple audi media and formats.	ences using a variety of
6.a.	Understand and use technology systems.	
	Creating a Budget	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.c.	Use models and simulations to explore complex systems and is	SSUES.
2.d.	Contribute to project teams to produce original works or solve	problems.
3.d.	Process data and report results.	
4.a.	Identify and define authentic problems and significant questions	s for investigation.
4.b.	Plan and manage activities to develop a solution or complete a	project.
4.c.	Collect and analyze data to identify solutions and/or make infor	med decisions.
5.c.	Demonstrate personal responsibility for lifelong learning.	
6.b.	Select and use applications effectively and productively.	
	Creating a Map	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	ion.
1.c.	Use models and simulations to explore complex systems and is	SSUES.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	employing a variety of
2.b.	Communicate information and ideas effectively to multiple audi media and formats.	ences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically us variety of sources and media.	se information from a
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make infor	med decisions.
5.a.	Advocate and practice safe, legal, and responsible use of inform	mation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Creating a Newsletter	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	ion.





2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
2.d.	Contribute to project teams to produce original works or solve problems.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Creating a Portfolio Application Exercise
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Creating and Organizing Content Lesson
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Creating File Structures Lesson
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.





1.c.	Use models and simulations to explore complex systems and	issues.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Creating Original Works	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
3.c.	Evaluate and select information sources and digital tools based appropriateness to specific tasks.	d on the
6.b.	Select and use applications effectively and productively.	
	Creating Program Menus	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
1.c.	Use models and simulations to explore complex systems and	issues.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically uvariety of sources and media.	ise information from a
4.b.	Plan and manage activities to develop a solution or complete a	a project.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Cut It Out! Save the Environment	Application Exercise
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of



2.c.	Develop cultural understanding and global awareness by enga other cultures.	ging with learners of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically u variety of sources and media.	se information from a
3.c.	Evaluate and select information sources and digital tools based appropriateness to specific tasks.	d on the
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
	Cyber Bullying for Grades 6 - 8	Lesson
Code	Standard	
2.b.	Communicate information and ideas effectively to multiple audi media and formats.	iences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
5.d.	Exhibit leadership for digital citizenship.	
	Data Collection and Line Graphs	Application Exercise
Code	Standard	
2.b.	Communicate information and ideas effectively to multiple audi media and formats.	iences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically u variety of sources and media.	se information from a
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
6.b.	Select and use applications effectively and productively.	
	Database Creation, Queries, and Reports Unit Quiz	Quiz
Code	Standard	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically u variety of sources and media.	se information from a
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Databases	Lesson
Code	Standard	
1.b.	Create original works as a means of personal or group express	sion.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically u variety of sources and media.	se information from a



3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a	a project.
4.c.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	rts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Databases: Database Creation	Lesson
Code	Standard	
2.d.	Contribute to project teams to produce original works or solve	problems.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically uvariety of sources and media.	use information from a
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a	a project.
4.C.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Databases: Database Creation Journal	Application Exercise
Code	Standard	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically uvariety of sources and media.	use information from a
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Databases: Queries and Reports	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically uvariety of sources and media.	use information from a
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a	a project.
4.c.	Collect and analyze data to identify solutions and/or make info	rmed decisions.



6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Databases: Queries and Reports Journal Application Childhood
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
2.d.	Contribute to project teams to produce original works or solve problems.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Desktop Lesson
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.c.	Evaluate and select information sources and digital tools based on the
	appropriateness to specific tasks.
5.b.	appropriateness to specific tasks. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
5.b. 6.a.	Exhibit a positive attitude toward using technology that supports collaboration,
	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. Understand and use technology systems.
6.a. 6.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. Understand and use technology systems. Select and use applications effectively and productively.
6.a. 6.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. Understand and use technology systems. Select and use applications effectively and productively. Transfer current knowledge to learning of new technologies.





1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Devices and Compatibility Discussion	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Digital Collaboration Lesson	
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.d.	Contribute to project teams to produce original works or solve problems.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.b.	Select and use applications effectively and productively.	
	Don't Even Go There! Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	

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5.b.	Exhibit a positive attitude toward using technology that supports collaboral learning, and productivity.	tion,
	Dramatic Digital Video Application	Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using media and formats.	g a variety of
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and	technology.
5.b.	Exhibit a positive attitude toward using technology that supports collabora learning, and productivity.	tion,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Drill 2 Game	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
5.a.	Advocate and practice safe, legal, and responsible use of information and	technology.
6.a.	Understand and use technology systems.	
	Earthquake Line Graph Application	Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing digital environments and media.	a variety of
2.b.	Communicate information and ideas effectively to multiple audiences using media and formats.	g a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use informati variety of sources and media.	on from a
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decision	ons.
5.a.	Advocate and practice safe, legal, and responsible use of information and	technology.
5.b.	Exhibit a positive attitude toward using technology that supports collabora learning, and productivity.	tion,
6.a.	Understand and use technology systems.	



6.b.	Select and use applications effectively and productively.	
	Effective Technical Writing	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
2.b.	Communicate information and ideas effectively to multiple audi media and formats.	iences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of inform	mation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Effects and Views	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	employing a variety of
2.b.	Communicate information and ideas effectively to multiple audi media and formats.	iences using a variety of
4.b.	Plan and manage activities to develop a solution or complete a	a project.
5.a.	Advocate and practice safe, legal, and responsible use of inform	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Electronic Journal	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple audi media and formats.	iences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of inform	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,



6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Elements and Basic Design	Lesson
Code	Standard	
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
4.b.	Plan and manage activities to develop a solution or complete a	a project.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Email Basics Unit Quiz	Quiz
Code	Standard	
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
2.c.	Develop cultural understanding and global awareness by enga other cultures.	ging with learners of
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Endangered Mammals Bar Graph	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
1.c.	Use models and simulations to explore complex systems and	issues.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically u variety of sources and media.	se information from a



3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Enhancing Slides Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Ethics and Consequences Application Exercise	
Code	Standard	
1.d.	Identify trends and forecast possibilities.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
	Ethnic Foods Survey Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	





3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Evaluating and Presenting Lesson
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
4.b.	Plan and manage activities to develop a solution or complete a project.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Event Letter Mail Merge Application Exercise
Code	Standard
1.c.	Use models and simulations to explore complex systems and issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Examining Content Application Exercise
Code	Standard





1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.a.	Identify and define authentic problems and significant questions for investigation.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Family BiographyApplication Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Finding a Dream CareerApplication Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.	



3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.a.	Identify and define authentic problems and significant question	s for investigation.
4.b.	Plan and manage activities to develop a solution or complete a	a project.
4.c.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
5.c.	Demonstrate personal responsibility for lifelong learning.	
6.b.	Select and use applications effectively and productively.	
	Following Directions	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Font Color and Size	Lesson
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Formatting a Poem	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of





2.b.	Communicate information and ideas effectively to multiple aud media and formats.	liences using a variety of
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	rts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Formatting a Report	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or other digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Formatting Biographies	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or other digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Formatting Reports	Lesson
Code	Standard	
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Formulas	Lesson
Code	Standard	



1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Formulas in Spreadsheets Unit Quiz Quiz	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Functions, Copy, and Paste Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	





2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Geometry Study Sheet Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Get Involved! Exploring Endangered Species Data Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
1.d.	Identify trends and forecast possibilities.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
6.a.	Understand and use technology systems.	
	Get the Word Out Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	





4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information	and technology.
5.b.	Exhibit a positive attitude toward using technology that supports colla learning, and productivity.	aboration,
5.d.	Exhibit leadership for digital citizenship.	
	Graphics Lesso	n
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or proces	SSES.
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others emplo digital environments and media.	oying a variety of
2.b.	Communicate information and ideas effectively to multiple audiences media and formats.	using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use info variety of sources and media.	rmation from a
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed of	decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information	and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Graphing in Spreadsheets Unit Quiz Quiz	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others emplo digital environments and media.	oying a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use info variety of sources and media.	rmation from a
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed o	decisions.
5.b.	Exhibit a positive attitude toward using technology that supports colla learning, and productivity.	aboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Grocery Store Spreadsheet Applic	ation Exercise
Code	Standard	



1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Guidebook Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Halt! Who Goes There? Avoiding Online Creeps Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.d.	Contribute to project teams to produce original works or solve problems.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	



4.b.	Plan and manage activities to develop a solution or complete a project.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
5.d.	Exhibit leadership for digital citizenship.	
6.b.	Select and use applications effectively and productively.	
	Have Fun, Keep Safe: Filters and Firewalls Application Exercise	
Code	Standard	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
5.d.	Exhibit leadership for digital citizenship.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Healthy Computing Discussion Discussion	
Code	Standard	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
	History Database Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	





4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
4.d.	Use multiple processes and diverse perspectives to explore alternative solutions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	History of Western America Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Home Row Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2		
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.a. 5.a.		
	digital environments and media.	
5.a.	digital environments and media. Advocate and practice safe, legal, and responsible use of information and technology. Exhibit a positive attitude toward using technology that supports collaboration,	
5.a. 5.b.	digital environments and media. Advocate and practice safe, legal, and responsible use of information and technology. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
5.a. 5.b. 6.a.	digital environments and media. Advocate and practice safe, legal, and responsible use of information and technology. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. Understand and use technology systems.	
5.a. 5.b. 6.a.	digital environments and media. Advocate and practice safe, legal, and responsible use of information and technology. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. Understand and use technology systems. Select and use applications effectively and productively.	
5.a. 5.b. 6.a. 6.b.	digital environments and media.Advocate and practice safe, legal, and responsible use of information and technology.Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.Understand and use technology systems.Select and use applications effectively and productively.How to Create a Bubble Map in KidspirationWeb Link	
 5.a. 5.b. 6.a. 6.b. Code 	digital environments and media. Advocate and practice safe, legal, and responsible use of information and technology. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. Understand and use technology systems. Select and use applications effectively and productively. How to Create a Bubble Map in Kidspiration Web Link Standard	
5.a. 5.b. 6.a. 6.b. Code 1.a.	digital environments and media. Advocate and practice safe, legal, and responsible use of information and technology. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. Understand and use technology systems. Select and use applications effectively and productively. How to Create a Bubble Map in Kidspiration Web Link Standard Apply existing knowledge to generate new ideas, products, or processes.	
5.a. 5.b. 6.a. 6.b. Code 1.a. 1.b.	digital environments and media. Advocate and practice safe, legal, and responsible use of information and technology. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. Understand and use technology systems. Select and use applications effectively and productively. How to Create a Bubble Map in Kidspiration Web Link Standard Apply existing knowledge to generate new ideas, products, or processes. Create original works as a means of personal or group expression. Communicate information and ideas effectively to multiple audiences using a variety of	
5.a. 5.b. 6.a. 6.b. Code 1.a. 1.b. 2.b.	digital environments and media. Advocate and practice safe, legal, and responsible use of information and technology. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. Understand and use technology systems. Select and use applications effectively and productively. How to Create a Bubble Map in Kidspiration Web Link Standard Apply existing knowledge to generate new ideas, products, or processes. Create original works as a means of personal or group expression. Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	



1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
1.c.	Use models and simulations to explore complex systems and issues.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
	HTML and Body Tags Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Hyperlinks Lesson	
Code	HyperlinksLessonStandard	
Code 1.a.		
	Standard	
1.a.	Standard Apply existing knowledge to generate new ideas, products, or processes.	
1.a. 1.b.	Standard Apply existing knowledge to generate new ideas, products, or processes. Create original works as a means of personal or group expression. Interact, collaborate, and publish with peers, experts, or others employing a variety of	
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	Identity Theft Discussion for Grades 6-8	Discussion
Code	Standard	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of	f information and technology.
5.b.	Exhibit a positive attitude toward using technology that su learning, and productivity.	upports collaboration,
	Image Quality and File Size	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, product	ts, or processes.
1.b.	Create original works as a means of personal or group ex	pression.
1.c.	Use models and simulations to explore complex systems	and issues.
2.a.	Interact, collaborate, and publish with peers, experts, or or digital environments and media.	others employing a variety of
2.b.	Communicate information and ideas effectively to multiple media and formats.	e audiences using a variety of
2.d.	Contribute to project teams to produce original works or	solve problems.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethic variety of sources and media.	ally use information from a
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of	f information and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Image Tags	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, product	ts, or processes.
1.b.	Create original works as a means of personal or group ex	pression.
2.a.	Interact, collaborate, and publish with peers, experts, or o digital environments and media.	others employing a variety of
2.b.	Communicate information and ideas effectively to multiple media and formats.	e audiences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of	f information and technology.
5.b.	Exhibit a positive attitude toward using technology that su learning, and productivity.	upports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	



	Inappropriate Content Discussion	Discussion	
Code	Standard		
3.c.	Evaluate and select information sources and digi appropriateness to specific tasks.	tal tools based on the	
5.a.	Advocate and practice safe, legal, and responsit	ble use of information and technology.	
5.b.	Exhibit a positive attitude toward using technolog learning, and productivity.	gy that supports collaboration,	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and produ	uctively.	
	Informational Interview	Application Exercise	
Code	Standard		
1.b.	Create original works as a means of personal or	group expression.	
2.a.	Interact, collaborate, and publish with peers, exp digital environments and media.	perts, or others employing a variety of	
2.b.	Communicate information and ideas effectively to media and formats.	o multiple audiences using a variety of	
5.b.	Exhibit a positive attitude toward using technolog learning, and productivity.	gy that supports collaboration,	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and produ	uctively.	
	Inherited versus Learned	Application Exercise	
Code	Standard		
1.b.	Create original works as a means of personal or	group expression.	
2.a.	Interact, collaborate, and publish with peers, exp digital environments and media.	perts, or others employing a variety of	
2.b.	Communicate information and ideas effectively to media and formats.	o multiple audiences using a variety of	
5.a.	Advocate and practice safe, legal, and responsit	ble use of information and technology.	
5.b.	Exhibit a positive attitude toward using technolog learning, and productivity.	gy that supports collaboration,	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and produ	uctively.	
	Input, Output, and Files	Discussion	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas	, products, or processes.	
1.c.	Use models and simulations to explore complex	Use models and simulations to explore complex systems and issues.	
5.a.	Advocate and practice safe, legal, and responsik	ble use of information and technology.	



5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Instant Messaging Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Interesting Inventions Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Internet Talk Show Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	

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2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
2.c.	Develop cultural understanding and global awareness by enga other cultures.	ging with learners of
2.d.	Contribute to project teams to produce original works or solve	problems.
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a	a project.
4.C.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
5.d.	Exhibit leadership for digital citizenship.	
6.a.	Understand and use technology systems.	
	Interviewing Historical Figures	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
1.c.	Use models and simulations to explore complex systems and	issues.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically uvariety of sources and media.	ise information from a
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a	a project.
4.C.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	It's a Good Life	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.





2.b.	Communicate information and ideas effectively to multiple and media and formats.	udiences using a variety of
3.c.	Evaluate and select information sources and digital tools bas appropriateness to specific tasks.	sed on the
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
4.d.	Use multiple processes and diverse perspectives to explore	alternative solutions.
5.b.	Exhibit a positive attitude toward using technology that supplearning, and productivity.	ports collaboration,
5.d.	Exhibit leadership for digital citizenship.	
6.a.	Understand and use technology systems.	
	It's Key!	Application Exercise
Code	Standard	
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically variety of sources and media.	/ use information from a
3.c.	Evaluate and select information sources and digital tools bas appropriateness to specific tasks.	sed on the
	Jazz Instruments Presentation	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group expre	ession.
2.a.	Interact, collaborate, and publish with peers, experts, or oth digital environments and media.	ers employing a variety of
2.b.	Communicate information and ideas effectively to multiple and media and formats.	udiences using a variety of
4.b.	Plan and manage activities to develop a solution or complete	e a project.
5.b.	Exhibit a positive attitude toward using technology that supplearning, and productivity.	ports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Keyboarding	Lesson
Code	Standard	
1.a.		
	Apply existing knowledge to generate new ideas, products,	or processes.
5.a.	Apply existing knowledge to generate new ideas, products, Advocate and practice safe, legal, and responsible use of int	•
5.a. 5.b.		formation and technology.
	Advocate and practice safe, legal, and responsible use of in Exhibit a positive attitude toward using technology that supp	formation and technology.



	Keyboarding Drill	Game
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
5.a.	Advocate and practice safe, legal, and responsible use of infor	rmation and technology.
6.a.	Understand and use technology systems.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Keyboarding Test Level 2	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
5.a.	Advocate and practice safe, legal, and responsible use of infor	rmation and technology.
6.a.	Understand and use technology systems.	
	Keyboarding Test Level 3	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
2.a.	Interact, collaborate, and publish with peers, experts, or other digital environments and media.	s employing a variety of
5.a.	Advocate and practice safe, legal, and responsible use of infor	rmation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	rts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Keyword Searches	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
2.a.	Interact, collaborate, and publish with peers, experts, or other digital environments and media.	s employing a variety of
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of infor	rmation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	rts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Know and Show	Application Exercise
Code	Standard	
6.d.	Transfer current knowledge to learning of new technologies.	



Code Standard 1.b. Create original works as a means of personal or group expression. 3.b. Locate, originize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media. 3.c. Evaluate and select information sources and digital tools based on the appropriateness to specific tasks. 3.d. Process data and report results. 4.c. Collect and analyze data to identify solutions and/or make informed decisions. 6.a. Understand and use technology systems. 6.b. Select and use applications effectively and productively. 1.fe Slideshow Booklet Application Exercise Code Standard 1.c. Use models and simulations to explore complex systems and issues. 1.a. Oreate original works as a means of personal or group expression. 1.c. Use models and simulations to explore complex systems and issues. 2.a. digital environments and media. 2.b. Communicate information and ideas effectively to multiple audiences using a variety of media and formats. 4.b. Plan and manage activities to develop a solution or complete a project. 6.a. Understand and use technology systems. 6.b. Select and use applications effectively and productively.		Layout	Lesson
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6.b. Select and use applications effectively and productively. Lines, Lists, and Structure Lesson	5.b.		oorts collaboration,
Lines, Lists, and Structure Lesson	6.a.	Understand and use technology systems.	
	6.b.	Select and use applications effectively and productively.	
Code Standard		Lines, Lists, and Structure	Lesson
	Code	Standard	





1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
4.b.	Plan and manage activities to develop a solution or complete a project.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Literary Hot Spots Application Exercise
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
2.d.	Contribute to project teams to produce original works or solve problems.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
	Lower Row Lesson
Code	Standard
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
	Making a Schedule Application Exercise
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.





3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	xhibit a positive attitude toward using technology that supports collaboration, earning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Mapping Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
	Margins and Layout Lesson	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Math Web Page Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	



2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	Metaphors and Images Application Exercise		
Code	Standard		
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.		
2.b.	Communicate information and ideas effectively to multiple audie media and formats.	ences using a variety of	
5.b.	Exhibit a positive attitude toward using technology that support learning, and productivity.	ts collaboration,	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	Mixtures and Solutions	Application Exercise	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.	
1.b.	Create original works as a means of personal or group express	ion.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.		
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.		
3.d.	Process data and report results.		
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.		
5.a.	Advocate and practice safe, legal, and responsible use of inform	mation and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	Move It - Don't Lose It!	Application Exercise	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, products, or processes.		





1.b.	Create original works as a means of personal or group expression.		
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
2.d.	Contribute to project teams to produce original works or solve problems.		
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.		
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.		
3.d.	Process data and report results.		
4.b.	Plan and manage activities to develop a solution or complete a	project.	
4.C.	Collect and analyze data to identify solutions and/or make inform	ned decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of inform	nation and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports learning, and productivity.	s collaboration,	
5.d.	Exhibit leadership for digital citizenship.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	Movie Database	Application Exercise	
Code	Standard		
1.b.	Create original works as a means of personal or group expression.		
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.		
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.		
3.d.	Process data and report results.		
4.C.	Collect and analyze data to identify solutions and/or make inform	ned decisions.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	Multimedia and Databases Unit Quiz	Quiz	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, products, or processes.		
1.b.	Create original works as a means of personal or group expression.		
1.c.	Use models and simulations to explore complex systems and issues.		
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.		





2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Multiplying and Dividing Lesson	
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.d.	Contribute to project teams to produce original works or solve problems.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Myth and Culture Web Page Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Natural Resources Presentation Application Exercise	
Code	Standard	



1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Navigating Ribbon Interfaces Lesson	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Netiquette Discussion Discussion	
Code	Standard	
2.a.	act, collaborate, and publish with peers, experts, or others employing a variety of al environments and media.	
2.b.	ommunicate information and ideas effectively to multiple audiences using a variety of edia and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.b.	Select and use applications effectively and productively.	
	Network Basics Lesson	
Code	Standard	
1.c.	Use models and simulations to explore complex systems and issues.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	



6.a.	Understand and use technology systems.	
	Network Compatibility	Discussion
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.c.	Use models and simulations to explore complex systems and issues.	
3.c.	Evaluate and select information sources and digital tools based appropriateness to specific tasks.	d on the
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
6.C.	Troubleshoot systems and applications.	
	Networking	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.c.	Use models and simulations to explore complex systems and	issues.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.c.	Develop cultural understanding and global awareness by enga other cultures.	ging with learners of
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	New and Improved	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
3.c.	Evaluate and select information sources and digital tools based appropriateness to specific tasks.	d on the
4.C.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
	News to Me!	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.





2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.d.	Contribute to project teams to produce original works or solve problems.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, earning, and productivity.	
	Newsletter	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or p	processes.
1.b.	Create original works as a means of personal or group express	ion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	employing a variety of
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.a.	Plan strategies to guide inquiry.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.a.	Identify and define authentic problems and significant questions	s for investigation.
4.b.	Plan and manage activities to develop a solution or complete a project.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
4.d.	Use multiple processes and diverse perspectives to explore alternative solutions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Number Cube Probability	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group express	ion.
1.d.	Identify trends and forecast possibilities.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
3.c.	Evaluate and select information sources and digital tools based appropriateness to specific tasks.	I on the



3.d.	Process data and report results.		
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	Number Row Lesson		
Code	Standard		
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.		
6.a.	Understand and use technology systems.		
	Online Ethics	Discussion	
Code	Standard		
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.		
5.a.	Advocate and practice safe, legal, and responsible use of info	rmation and technology.	
5.d.	Exhibit leadership for digital citizenship.		
6.a.	Understand and use technology systems.		
	Online Status Messages Discussion	Discussion	
Code	Standard		
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.		
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
5.a.	Advocate and practice safe, legal, and responsible use of info	rmation and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.b.	Select and use applications effectively and productively.		
	Orchestra Inventory	Application Exercise	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, products, or processes.		
1.b.	Create original works as a means of personal or group expres	sion.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.		
3.c.	Evaluate and select information sources and digital tools base appropriateness to specific tasks.	ed on the	
3.d.	Process data and report results.		



4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Page Layout Lesson	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of info	prmation and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Paintings Spreadsheet Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, o	r processes.
1.b.	Create original works as a means of personal or group expres	ssion.
1.c.	Use models and simulations to explore complex systems and issues.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of info	ormation and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Parts and Navigation	Lesson



Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, products, or processes.		
1.b.	Create original works as a means of personal or group expression.		
1.c.	Use models and simulations to explore complex systems and issues.		
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.		
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.		
3.d.	Process data and report results.		
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.		
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	Parts of a Spreadsheet Lesson		
Code	Standard		
1.b.	Create original works as a means of personal or group expression.		
1.c.	Use models and simulations to explore complex systems and issues.		
1.0.	Use models and simulations to explore complex systems and issues.		
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
	Communicate information and ideas effectively to multiple audiences using a variety of		
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a		
2.b. 3.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.		
2.b. 3.b. 3.d.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media. Process data and report results.		
2.b. 3.b. 3.d. 4.c.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media. Process data and report results. Collect and analyze data to identify solutions and/or make informed decisions.		
2.b. 3.b. 3.d. 4.c. 6.a.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media. Process data and report results. Collect and analyze data to identify solutions and/or make informed decisions. Understand and use technology systems.		
2.b. 3.b. 3.d. 4.c. 6.a.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media. Process data and report results. Collect and analyze data to identify solutions and/or make informed decisions. Understand and use technology systems. Select and use applications effectively and productively.		
2.b. 3.b. 3.d. 4.c. 6.a. 6.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.Process data and report results.Collect and analyze data to identify solutions and/or make informed decisions.Understand and use technology systems.Select and use applications effectively and productively.Personal Learning NetworksLesson		
2.b. 3.b. 3.d. 4.c. 6.a. 6.b. Code	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.Process data and report results.Collect and analyze data to identify solutions and/or make informed decisions.Understand and use technology systems.Select and use applications effectively and productively.Personal Learning NetworksLessonStandard		
2.b. 3.b. 3.d. 4.c. 6.a. 6.b. Code	Communicate information and ideas effectively to multiple audiences using a variety of media and formats. Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media. Process data and report results. Collect and analyze data to identify solutions and/or make informed decisions. Understand and use technology systems. Select and use applications effectively and productively. Personal Learning Networks Lesson Standard Demonstrate personal responsibility for lifelong learning.		





3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Planning a Project Application Exercise	
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
0.0.	beleet and use applications cheetively and productively.	
0.0.	Podcasts Lesson	
Code		
	Podcasts Lesson	
Code	Podcasts Lesson Standard	
Code 1.a.	Podcasts Lesson Standard	
Code 1.a. 1.b.	PodcastsLessonStandardApply existing knowledge to generate new ideas, products, or processes.Create original works as a means of personal or group expression.Interact, collaborate, and publish with peers, experts, or others employing a variety of	
Code 1.a. 1.b. 2.a.	PodcastsLessonStandardApply existing knowledge to generate new ideas, products, or processes.Create original works as a means of personal or group expression.Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.Communicate information and ideas effectively to multiple audiences using a variety of	
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Code 1.a. 1.b. 2.a. 2.b. 3.d.	PodcastsLessonStandardApply existing knowledge to generate new ideas, products, or processes.Create original works as a means of personal or group expression.Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.Communicate information and ideas effectively to multiple audiences using a variety of media and formats.Process data and report results.	
Code 1.a. 1.b. 2.a. 2.b. 3.d. 4.c.	PodcastsLessonStandardApply existing knowledge to generate new ideas, products, or processes.Create original works as a means of personal or group expression.Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.Communicate information and ideas effectively to multiple audiences using a variety of media and formats.Process data and report results.Collect and analyze data to identify solutions and/or make informed decisions.	
Code 1.a. 1.b. 2.a. 2.b. 3.d. 4.c. 5.a.	PodcastsLessonStandardApply existing knowledge to generate new ideas, products, or processes.Create original works as a means of personal or group expression.Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.Communicate information and ideas effectively to multiple audiences using a variety of media and formats.Process data and report results.Collect and analyze data to identify solutions and/or make informed decisions.Advocate and practice safe, legal, and responsible use of information and technology.Exhibit a positive attitude toward using technology that supports collaboration,	
Code 1.a. 1.b. 2.a. 2.b. 3.d. 4.c. 5.a. 5.b.	PodcastsLessonStandardApply existing knowledge to generate new ideas, products, or processes.Create original works as a means of personal or group expression.Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.Communicate information and ideas effectively to multiple audiences using a variety of media and formats.Process data and report results.Collect and analyze data to identify solutions and/or make informed decisions.Advocate and practice safe, legal, and responsible use of information and technology.Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
Code 1.a. 1.b. 2.a. 2.b. 3.d. 4.c. 5.a. 5.b. 6.a.	PodcastsLessonStandardApply existing knowledge to generate new ideas, products, or processes.Create original works as a means of personal or group expression.Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.Communicate information and ideas effectively to multiple audiences using a variety of media and formats.Process data and report results.Collect and analyze data to identify solutions and/or make informed decisions.Advocate and practice safe, legal, and responsible use of information and technology.Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.Understand and use technology systems.	
Code 1.a. 1.b. 2.a. 2.b. 3.d. 4.c. 5.a. 5.b. 6.a.	Podcasts Lesson Standard Apply existing knowledge to generate new ideas, products, or processes. Create original works as a means of personal or group expression. Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media. Communicate information and ideas effectively to multiple audiences using a variety of media and formats. Process data and report results. Collect and analyze data to identify solutions and/or make informed decisions. Advocate and practice safe, legal, and responsible use of information and technology. Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. Understand and use technology systems. Select and use applications effectively and productively. Select and use applications effectively and productively.	

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	Present and Future You	Lesson	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, produ	Apply existing knowledge to generate new ideas, products, or processes.	
2.b.	Communicate information and ideas effectively to multiperation media and formats.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.c.	Collect and analyze data to identify solutions and/or ma	ake informed decisions.	
5.c.	Demonstrate personal responsibility for lifelong learning		
6.a.	Understand and use technology systems.		
	Presentation Basics Quiz	Quiz	
Code	Standard		
1.b.	Create original works as a means of personal or group	expression.	
1.c.	Use models and simulations to explore complex system	ns and issues.	
2.b.	Communicate information and ideas effectively to multipedia and formats.	ple audiences using a variety of	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively	•	
	Presentation Software Unit Quiz	Quiz	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, produ	ucts, or processes.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and eth variety of sources and media.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a	
3.c.	Evaluate and select information sources and digital tool appropriateness to specific tasks.	s based on the	
4.b.	Plan and manage activities to develop a solution or con	nplete a project.	
5.b.	Exhibit a positive attitude toward using technology that learning, and productivity.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.b.	Select and use applications effectively and productively		
	Printer	Lesson	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, produ	ucts, or processes.	
5.a.	Advocate and practice safe, legal, and responsible use	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that learning, and productivity.	Exhibit a positive attitude toward using technology that supports collaboration,	
6.a.	Understand and use technology systems.		
6.c.	Troubleshoot systems and applications.		
6.d.	Transfer current knowledge to learning of new technologies.		
	Problem-Solution Presentation	Application Exercise	



Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, prod	ucts, or processes.	
1.b.	Create original works as a means of personal or group expression.		
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
4.b.	Plan and manage activities to develop a solution or co	mplete a project.	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively	У.	
	Product Description	Application Exercise	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, prod	ucts, or processes.	
1.b.	Create original works as a means of personal or group	expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or digital environments and media.	or others employing a variety of	
2.b.	Communicate information and ideas effectively to mult media and formats.	iple audiences using a variety of	
4.b.	Plan and manage activities to develop a solution or co	mplete a project.	
5.a.	Advocate and practice safe, legal, and responsible use	e of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that learning, and productivity.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively	У.	
	Program Menus and Toolbars	Lesson	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, prod	ucts, or processes.	
1.b.	Create original works as a means of personal or group	expression.	
3.d.	Process data and report results.		
4.C.	Collect and analyze data to identify solutions and/or m	ake informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use	e of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively	У.	
	Project Planning Tool Part I	Application Exercise	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, products, or processes.		





1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically us variety of sources and media.	se information from a
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a	i project.
4.C.	Collect and analyze data to identify solutions and/or make infor	rmed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of inform	mation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Project Planning Tool Part II	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
1.c.	Use models and simulations to explore complex systems and is	SSUES.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audi media and formats.	ences using a variety of
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically us variety of sources and media.	se information from a
3.c.	Evaluate and select information sources and digital tools based appropriateness to specific tasks.	d on the
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of inform	mation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Project Planning Tool Part III	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.

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3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
4.c.	Collect and analyze data to identify solutions and/or make info	ormed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of info	rmation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Project Teamwork!	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
2.a.	Interact, collaborate, and publish with peers, experts, or other digital environments and media.	s employing a variety of
2.d.	Contribute to project teams to produce original works or solve	e problems.
	Proofreading and Correcting	Game
Code	Standard	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools base appropriateness to specific tasks.	d on the
5.a.	Advocate and practice safe, legal, and responsible use of info	rmation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppo learning, and productivity.	rts collaboration,
5.c.	Demonstrate personal responsibility for lifelong learning.	
6.b.	Select and use applications effectively and productively.	
	Proofreading and Correcting 2	Game
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
5.a.	Advocate and practice safe, legal, and responsible use of info	rmation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	



	Proofreading and Editing	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expr	ession.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple a media and formats.	udiences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of in	formation and technology.
5.b.	Exhibit a positive attitude toward using technology that supplearning, and productivity.	ports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Research Paper Progress Part I	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products,	or processes.
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.	
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
4.C.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Research Paper Progress Part II	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	





4.b.	Plan and manage activities to develop a solution or complete a project.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Research Paper Progress Part III	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, c	or processes.
1.b.	Create original works as a means of personal or group expres	ssion.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete	a project.
4.c.	Collect and analyze data to identify solutions and/or make inf	ormed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of info	ormation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Responding to Email Messages	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, c	or processes.
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.c.	Develop cultural understanding and global awareness by engother cultures.	aging with learners of
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that support learning, and productivity.	orts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Revising and Formatting	Lesson



Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Rock Database Application Exercise
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Safekeeping Personal Information Discussion Discussion
Code	Standard
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.b.	Select and use applications effectively and productively.
	Scanner Lesson
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.



5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Scatter Plot	Application Exercise
Code	Standard	
1.d.	Identify trends and forecast possibilities.	
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	liences using a variety of
3.a.	Plan strategies to guide inquiry.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically uvariety of sources and media.	use information from a
3.d.	Process data and report results.	
4.a.	Identify and define authentic problems and significant question	ns for investigation.
4.c.	Collect and analyze data to identify solutions and/or make info	ormed decisions.
6.b.	Select and use applications effectively and productively.	
	School Supplies Spreadsheet	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
1.c.	Use models and simulations to explore complex systems and	issues.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	liences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically uvariety of sources and media.	use information from a
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make info	ormed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of info	rmation and technology.
5.b.	Exhibit a positive attitude toward using technology that support learning, and productivity.	rts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Science Database	Application Exercise
Code	Standard	





1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.c.	Use models and simulations to explore complex systems and issues.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Scientific Contributions Video	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a	a project.
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Searching for Scientists	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Sending Email Messages	Lesson
Code	Standard	
1.b.	Create original works as a means of personal or group expression.	



2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Share and Tell Application Exercise
Code	Standard
1.d.	Identify trends and forecast possibilities.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
5.d.	Exhibit leadership for digital citizenship.
6.a.	Understand and use technology systems.
	Shift Key Lesson
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
	Smart Alert! Cyber Bullying Guide Application Exercise
Code	Standard
1.b.	Create original works as a means of personal or group expression.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.



5.d.	Exhibit leadership for digital citizenship.	
	So Sayeth Thy Blog!	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
2.c.	Develop cultural understanding and global awareness by enga other cultures.	ging with learners of
2.d.	Contribute to project teams to produce original works or solve	problems.
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Software	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.C.	Use models and simulations to explore complex systems and	issues.
3.c.	Evaluate and select information sources and digital tools based appropriateness to specific tasks.	d on the
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Software and Society	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of



2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.
2.d.	Contribute to project teams to produce original works or solve problems.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.d.	Use multiple processes and diverse perspectives to explore alternative solutions.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.b.	Select and use applications effectively and productively.
	Software and Traveling Application Exercise
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.
2.d.	Contribute to project teams to produce original works or solve problems.
3.a.	Plan strategies to guide inquiry.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
3.d.	Process data and report results.
4.a.	Identify and define authentic problems and significant questions for investigation.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
4.d.	Use multiple processes and diverse perspectives to explore alternative solutions.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
5.c.	Demonstrate personal responsibility for lifelong learning.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
6.d.	Transfer current knowledge to learning of new technologies.



	Software, Buttons, and Controls	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas,	products, or processes.
2.a.	Interact, collaborate, and publish with peers, expe digital environments and media.	rts, or others employing a variety of
2.b.	Communicate information and ideas effectively to media and formats.	multiple audiences using a variety of
2.c.	Develop cultural understanding and global awaren other cultures.	less by engaging with learners of
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/o	or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible	e use of information and technology.
5.b.	Exhibit a positive attitude toward using technology learning, and productivity.	that supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and produc	tively.
	Sourcing and Ethics	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas,	products, or processes.
2.a.	Interact, collaborate, and publish with peers, expe digital environments and media.	rts, or others employing a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, ar variety of sources and media.	nd ethically use information from a
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/o	or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible	e use of information and technology.
5.b.	Exhibit a positive attitude toward using technology learning, and productivity.	that supports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and produc	tively.
	Spelling and Grammar Tools	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, p	products, or processes.
1.b.	Create original works as a means of personal or g	roup expression.
2.a.	Interact, collaborate, and publish with peers, expe digital environments and media.	rts, or others employing a variety of



2.b.	Communicate information and ideas effectively to multiple audie media and formats.	ences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of inform	nation and technology.
5.b.	Exhibit a positive attitude toward using technology that supports learning, and productivity.	s collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Spreadsheet Basics Unit Quiz	Quiz
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or p	processes.
1.b.	Create original works as a means of personal or group expression	on.
2.b.	Communicate information and ideas effectively to multiple audie media and formats.	ences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically us variety of sources and media.	e information from a
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make inform	med decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports learning, and productivity.	s collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Spreadsheet Layout	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group expression	on.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically us variety of sources and media.	e information from a
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make inform	med decisions.
5.b.	Exhibit a positive attitude toward using technology that supports learning, and productivity.	s collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Spreadsheet Software Unit Quiz	Quiz
Code	Standard	
1.b.	Create original works as a means of personal or group expression	on.

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1.c.	Use models and simulations to explore complex systems and	issues.
3.c.	Evaluate and select information sources and digital tools base appropriateness to specific tasks.	ed on the
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make info	ormed decisions.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	rts collaboration,
	Standout Scientists	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	r processes.
1.b.	Create original works as a means of personal or group expres	sion.
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	liences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically variety of sources and media.	use information from a
3.c.	Evaluate and select information sources and digital tools base appropriateness to specific tasks.	ed on the
4.a.	Identify and define authentic problems and significant question	ns for investigation.
4.b.	Plan and manage activities to develop a solution or complete a project.	
6.b.	Select and use applications effectively and productively.	
	Supergeek	Application Exercise
Code	Standard	
6.c.	Troubleshoot systems and applications.	
	Symbols of Technology	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	r processes.
1.c.	Use models and simulations to explore complex systems and	issues.
3.c.	Evaluate and select information sources and digital tools base appropriateness to specific tasks.	ed on the
5.a.	Advocate and practice safe, legal, and responsible use of info	rmation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppo learning, and productivity.	rts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
6.d.	Transfer current knowledge to learning of new technologies.	
	Tables and Data	Lesson
Code	Standard	



1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
1.c.	Use models and simulations to explore complex systems and issues.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.a.	Plan strategies to guide inquiry.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.b.	Plan and manage activities to develop a solution or complete a project.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Tabs, Spacing, and Alignment Lesson
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Tag Basics Lesson
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.





5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Take Two: Recognize and Report Cyber Bullying	Application Exercise
Code	Standard	
1.b.	Create original works as a means of personal or group express	sion.
1.c.	Use models and simulations to explore complex systems and i	SSUES.
4.b.	Plan and manage activities to develop a solution or complete a	a project.
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
5.d.	Exhibit leadership for digital citizenship.	
	TeacherTube Videos - Webspiration Tutorial	Web Link
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
1.c.	Use models and simulations to explore complex systems and issues.	
2.b.	Communicate information and ideas effectively to multiple audi media and formats.	iences using a variety of
6.a.	Understand and use technology systems.	
	Technology and Society	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.d.	Identify trends and forecast possibilities.	
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	employing a variety of
2.c.	Develop cultural understanding and global awareness by enga other cultures.	ging with learners of
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
5.d.	Exhibit leadership for digital citizenship.	
6.a.	Understand and use technology systems.	



	Technology Devices	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, pro-	ducts, or processes.
1.c.	Use models and simulations to explore complex syste	ems and issues.
5.a.	Advocate and practice safe, legal, and responsible us	se of information and technology.
5.b.	Exhibit a positive attitude toward using technology the learning, and productivity.	at supports collaboration,
6.a.	Understand and use technology systems.	
6.d.	Transfer current knowledge to learning of new techno	logies.
	Technology in My Life	Application Exercise
Code	Standard	
2.a.	Interact, collaborate, and publish with peers, experts, digital environments and media.	or others employing a variety of
2.c.	Develop cultural understanding and global awareness other cultures.	s by engaging with learners of
5.a.	Advocate and practice safe, legal, and responsible us	se of information and technology.
5.b.	Exhibit a positive attitude toward using technology the learning, and productivity.	at supports collaboration,
5.d.	Exhibit leadership for digital citizenship.	
	Texas Revolution Presentation	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, pro-	ducts, or processes.
1.b.	Create original works as a means of personal or grou	p expression.
2.b.	Communicate information and ideas effectively to mu media and formats.	Itiple audiences using a variety of
4.b.	Plan and manage activities to develop a solution or co	omplete a project.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productive	ely.
	The Next Hot Product	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, pro-	ducts, or processes.
1.b.	Create original works as a means of personal or grou	p expression.
1.c.	Use models and simulations to explore complex syste	ems and issues.
1.d.	Identify trends and forecast possibilities.	
2.d.	Contribute to project teams to produce original works	s or solve problems.
4.b.	Plan and manage activities to develop a solution or co	omplete a project.
	The Ultimate Shakespearience	Application Exercise



Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or p	processes.
1.b.	Create original works as a means of personal or group expression	on.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	employing a variety of
2.b.	Communicate information and ideas effectively to multiple audie media and formats.	ences using a variety of
2.d.	Contribute to project teams to produce original works or solve p	problems.
3.c.	Evaluate and select information sources and digital tools based appropriateness to specific tasks.	on the
3.d.	Process data and report results.	
4.b.	Plan and manage activities to develop a solution or complete a	project.
4.c.	Collect and analyze data to identify solutions and/or make inform	ned decisions.
5.b.	Exhibit a positive attitude toward using technology that supports learning, and productivity.	s collaboration,
5.d.	Exhibit leadership for digital citizenship.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Think Before You Text	Application Exercise
Code	Standard	
2.b.	Communicate information and ideas effectively to multiple audie media and formats.	ences using a variety of
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make inform	ned decisions.
5.a.	Advocate and practice safe, legal, and responsible use of inform	nation and technology.
5.b.	Exhibit a positive attitude toward using technology that supports learning, and productivity.	s collaboration,
5.d.	Exhibit leadership for digital citizenship.	
	Toolbars and Menus	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or p	processes.
1.c.	Use models and simulations to explore complex systems and is	sues.
5.a.	Advocate and practice safe, legal, and responsible use of inform	nation and technology.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Tourism Guide	Application Exercise
Code	Standard	

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1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
4.b.	Plan and manage activities to develop a solution or complete a project.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Traditions Survey Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
2.c.	Develop cultural understanding and global awareness by engaging with learners of other cultures.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Traveling to School Application Exercise	
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or processes.	
1.b.	Create original works as a means of personal or group expression.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	





5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Trends and Forecasts	Lesson
Code	Standard	
1.d.	Identify trends and forecast possibilities.	
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make in	formed decisions.
	Upper Row	Lesson
Code	Standard	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supplearning, and productivity.	orts collaboration,
6.a.	Understand and use technology systems.	
	URLs	Lesson
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, o	or processes.
2.a.	Interact, collaborate, and publish with peers, experts, or othe digital environments and media.	ers employing a variety of
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make in	formed decisions.
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Using Networks	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, o	or processes.
1.c.	Use models and simulations to explore complex systems and	d issues.
2.a.	Interact, collaborate, and publish with peers, experts, or othe digital environments and media.	ers employing a variety of
2.b.	Communicate information and ideas effectively to multiple au media and formats.	udiences using a variety of
4.b.	Plan and manage activities to develop a solution or complete	e a project.
5.a.	Advocate and practice safe, legal, and responsible use of inf	ormation and technology.
6.a.	Understand and use technology systems.	
6.d.	Transfer current knowledge to learning of new technologies.	



	Vacation Letter Mail Merge	Application Exercise	
Code	Standard		
3.b.	Locate, organize, analyze, evaluate, synthesize, and variety of sources and media.	ethically use information from a	
3.d.	Process data and report results.		
4.c.	Collect and analyze data to identify solutions and/or	make informed decisions.	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productive	vely.	
	Validating Information	Application Exercise	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, pr	roducts, or processes.	
2.d.	Contribute to project teams to produce original worl	ks or solve problems.	
3.d.	Process data and report results.		
4.c.	Collect and analyze data to identify solutions and/or	make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible u	use of information and technology.	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productiv	Select and use applications effectively and productively.	
	Validity and Sourcing	Lesson	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, pr	roducts, or processes.	
2.a.	Interact, collaborate, and publish with peers, experted digital environments and media.	s, or others employing a variety of	
2.b.	Communicate information and ideas effectively to m media and formats.	nultiple audiences using a variety of	
3.b.	Locate, organize, analyze, evaluate, synthesize, and variety of sources and media.	ethically use information from a	
3.d.	Process data and report results.		
4.c.	Collect and analyze data to identify solutions and/or	r make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible u	use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology t learning, and productivity.	hat supports collaboration,	
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productiv	vely.	
	Vocabulary Guide	Application Exercise	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, pr	roducts, or processes.	





1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Walk-a-thon Spreadsheet	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically u variety of sources and media.	se information from a
3.d.	Process data and report results.	
4.C.	Collect and analyze data to identify solutions and/or make info	rmed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Weather Spreadsheet	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
1.c.	Use models and simulations to explore complex systems and	issues.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically u variety of sources and media.	se information from a



3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.b.	Exhibit a positive attitude toward using technology that supplearning, and productivity.	ports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Web Browsing Basics Unit Quiz	Quiz
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products,	or processes.
1.c.	Use models and simulations to explore complex systems ar	nd issues.
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.	
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.	
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make in	nformed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.	
5.d.	Exhibit leadership for digital citizenship.	
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Web Browsing Unit Quiz	Quiz
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products,	or processes.
2.a.	Interact, collaborate, and publish with peers, experts, or oth digital environments and media.	ers employing a variety of
2.b.	Communicate information and ideas effectively to multiple a media and formats.	udiences using a variety of
3.d.	Process data and report results.	
4.c.	Collect and analyze data to identify solutions and/or make in	nformed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of in	formation and technology.
5.b.	Exhibit a positive attitude toward using technology that supplearning, and productivity.	ports collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	Web Searches	Lesson



Code	Standard
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.c.	Evaluate and select information sources and digital tools based on the appropriateness to specific tasks.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	Weekly Reading Graph Application Exercise
Code	Standard
1.a.	Apply existing knowledge to generate new ideas, products, or processes.
1.b.	Create original works as a means of personal or group expression.
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
6.a.	Understand and use technology systems.
6.b.	Select and use applications effectively and productively.
	What A Cite! APA Application Exercise
Code	Standard
3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.
3.d.	Process data and report results.
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
5.d.	Exhibit leadership for digital citizenship.
	What a Cite! MLA Application Exercise
Code	Standard





3.b.	Locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media.		
3.d.	Process data and report results.		
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.		
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology the learning, and productivity.	nat supports collaboration,	
5.d.	Exhibit leadership for digital citizenship.		
	What Is Thy Message?	Application Exercise	
Code	Standard		
1.a.	Apply existing knowledge to generate new ideas, products, or processes.		
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.		
2.b.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
	What's Next?	Lesson	
Code	Standard		
3.d.	Process data and report results.		
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.		
	Windows and Controls	Lesson	
Code	Standard		
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
	Word Division Level 2	Application Exercise	
Code	Standard		
1.b.	Create original works as a means of personal or group expression.		
2.a.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.		
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productiv	rely.	
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	Word Division Level 3	Application Exercise		
Code	Standard			
1.a.	Apply existing knowledge to generate new ideas, r	Apply existing knowledge to generate new ideas, products, or processes.		
1.b.	Create original works as a means of personal or g	Create original works as a means of personal or group expression.		
2.a.	Interact, collaborate, and publish with peers, expe digital environments and media.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.		
2.b.	Communicate information and ideas effectively to media and formats.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
5.a.	Advocate and practice safe, legal, and responsible	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology learning, and productivity.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.			
6.b.	Select and use applications effectively and produc	Select and use applications effectively and productively.		
	Word Problem Document	Application Exercise		
Code	Standard			
1.a.	Apply existing knowledge to generate new ideas,	Apply existing knowledge to generate new ideas, products, or processes.		
1.b.	Create original works as a means of personal or g	Create original works as a means of personal or group expression.		
2.a.	Interact, collaborate, and publish with peers, expe digital environments and media.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.		
2.b.	Communicate information and ideas effectively to media and formats.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
5.a.	Advocate and practice safe, legal, and responsible	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology learning, and productivity.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.			
6.b.	Select and use applications effectively and produc	tively.		
	Word Processing Software Unit Quiz	Quiz		
Code	Standard			
1.a.	Apply existing knowledge to generate new ideas, p	Apply existing knowledge to generate new ideas, products, or processes.		
1.b.	Create original works as a means of personal or g	Create original works as a means of personal or group expression.		
2.a.	Interact, collaborate, and publish with peers, expe digital environments and media.	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media.		
2.b.	Communicate information and ideas effectively to media and formats.	Communicate information and ideas effectively to multiple audiences using a variety of media and formats.		
5.a.	Advocate and practice safe, legal, and responsible	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology learning, and productivity.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.			



6.b.	Select and use applications effectively and productively.	
	Word Processing Unit Quiz	Quiz
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	World Cultures	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group expression.	
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of
2.c.	Develop cultural understanding and global awareness by enga other cultures.	ging with learners of
5.a.	Advocate and practice safe, legal, and responsible use of infor	mation and technology.
5.b.	Exhibit a positive attitude toward using technology that suppor learning, and productivity.	ts collaboration,
6.a.	Understand and use technology systems.	
6.b.	Select and use applications effectively and productively.	
	World Weather	Application Exercise
Code	Standard	
1.a.	Apply existing knowledge to generate new ideas, products, or	processes.
1.b.	Create original works as a means of personal or group express	sion.
2.a.	Interact, collaborate, and publish with peers, experts, or others digital environments and media.	s employing a variety of
2.b.	Communicate information and ideas effectively to multiple aud media and formats.	iences using a variety of



2.c.	Develop cultural understanding and global awareness by enga other cultures.	aging with learners of	
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.		
6.a.	Understand and use technology systems.		
6.b.	Select and use applications effectively and productively.		
	You Can't Scam Me	Application Exercise	
Code	Standard		
1.b.	Create original works as a means of personal or group expression.		
1.d.	Identify trends and forecast possibilities.		
3.d.	Process data and report results.		
4.b.	Plan and manage activities to develop a solution or complete a project.		
4.c.	Collect and analyze data to identify solutions and/or make informed decisions.		
5.a.	Advocate and practice safe, legal, and responsible use of information and technology.		
5.b.	Exhibit a positive attitude toward using technology that suppolearning, and productivity.	rts collaboration,	
5.c.	Demonstrate personal responsibility for lifelong learning.		