

## TA-TEKS Alignments

Inquiry aligns to 100% of the TA-TEKS, as verified by TEA, with included pre-tests, projects, reflections, and EasyTech supplemental technology library. The below alignments show how Inquiry’s projects align to the TA-TEKS. Full standards alignment for each curriculum type included in Inquiry is available under the Standards tab for each item after logging into the Learning.com platform.

KINDERGARTEN		
<b>Kindergarten</b>	Circles, Triangles, and Squares - Oh My!	Project
<b>Code</b>	<b>Standard</b>	
K-2.2 (C)	Format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium.	
K-2.2 (D)	Select, store, and deliver products using a variety of media, formats, devices, and virtual environments.	
K-2.6 (A)	Use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies.	
K-2.6 (B)	Use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems.	
K-2.6 (C)	Perform basic software application functions, including opening an application and creating, modifying, printing, and saving files.	
K-2.6 (D)	Use a variety of input, output, and storage devices.	
<b>Kindergarten</b>	Let's Write!	Project
<b>Code</b>	<b>Standard</b>	
K-2.1 (A)	Apply prior knowledge to develop new ideas, products, and processes.	
K-2.1 (C)	Explore virtual environments, simulations, models, and programming languages to enhance learning.	
K-2.1 (A)	Apply prior knowledge to develop new ideas, products, and processes.	
K-2.1 (B)	Create original products using a variety of resources.	
K-2.1 (C)	Explore virtual environments, simulations, models, and programming languages to enhance learning.	
K-2.6 (B)	Use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems.	
K-2.6 (E)	Use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning.	
K-2.6 (F)	Demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning.	

<b>Kindergarten</b>	Needs and Wants	Project
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Code

Standard

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|-----------|---|
| K-2.4 (A) | Identify what is known and unknown and what needs to be known regarding a problem and explain the steps to solve the problem.   |
| K-2.4 (C) | Evaluate products prior to final submission.  |
| K-2.4 (D) | Collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charts, multimedia, simulations, models, and programming languages. |

<b>Kindergarten</b>	That's the Truth!	Project
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Code

Standard

- |           |   |
|-----------|---|
| K-2.1 (A) | Apply prior knowledge to develop new ideas, products, and processes.  |
| K-2.1 (B) | Create original products using a variety of resources.  |
| K-2.1 (C) | Explore virtual environments, simulations, models, and programming languages to enhance learning.   |
| K-2.1 (D) | Create and execute steps to accomplish a task.  |
| K-2.1 (E) | Evaluate and modify steps to accomplish a task.   |
| K-2.2 (C) | Format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium.  |
| K-2.6 (A) | Use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies.   |
| K-2.6 (C) | Perform basic software application functions, including opening an application and creating, modifying, printing, and saving files.                   |
| K-2.6 (D) | Use a variety of input, output, and storage devices.  |
| K-2.6 (F) | Demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning. |

<b>Kindergarten</b>	Think Like a Geologist	Project
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Code

Standard

- |           |   |
|-----------|---|
| K-2.1 (C) | Explore virtual environments, simulations, models, and programming languages to enhance learning.   |
| K-2.4 (D) | Collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charts, multimedia, simulations, models, and programming languages. |

<b>Kindergarten</b>	Where Do We Live?	Project
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Code

Standard

- |           |   |
|-----------|---|
| K-2.2 (A) | Use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally. |
| K-2.2 (B) | Participate in digital environments to develop cultural understanding by interacting with learners of multiple cultures.              |

GRADE 1		
<b>Grade 1</b>	From Fact to Fantasy	Project
<b>Code</b>	<b>Standard</b>	
K-2.1 (A)	Apply prior knowledge to develop new ideas, products, and processes.	
K-2.1 (B)	Create original products using a variety of resources.	
K-2.2 (C)	Format digital information, including font attributes, color, white space, graphics, and animation for a defined audience and communication medium.	
K-2.6 (A)	Use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies.	
K-2.6 (C)	Perform basic software application functions, including opening an application and creating, modifying, printing, and saving files.	
K-2.6 (D)	Use a variety of input, output, and storage devices.	
K-2.6 (F)	Demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning.	
<b>Grade 1</b>	Out of This World	Project
<b>Code</b>	<b>Standard</b>	
K-2.1 (A)	Apply prior knowledge to develop new ideas, products, and processes.	
K-2.1 (C)	Explore virtual environments, simulations, models, and programming languages to enhance learning.	
K-2.2 (C)	Format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium.	
<b>Grade 1</b>	Spend, Save, Share	Project
<b>Code</b>	<b>Standard</b>	
K-2.1 (C)	Explore virtual environments, simulations, models, and programming languages to enhance learning.	
K-2.2 (B)	Participate in digital environments to develop cultural understanding by interacting with learners of multiple cultures.	
K-2.6 (B)	Use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems.	
<b>Grade 1</b>	What Do You Think?	Project
<b>Code</b>	<b>Standard</b>	
K-2.1 (A)	Apply prior knowledge to develop new ideas, products, and processes.	
K-2.1 (C)	Explore virtual environments, simulations, models, and programming languages to enhance learning.	
K-2.2 (A)	Use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally.	
K-2.2 (B)	Participate in digital environments to develop cultural understanding by interacting with learners of multiple cultures.	

K-2.3 (A)	Use search strategies to access information to guide inquiry.
K-2.3 (B)	Use research skills to build a knowledge base regarding a topic, task, or assignment.
K-2.3 (C)	Evaluate the usefulness of acquired digital content.
K-2.6 (A)	Use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies.
K-2.6 (C)	Perform basic software application functions, including opening an application and creating, modifying, printing, and saving files.
K-2.6 (E)	Use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning.
K-2.6 (F)	Demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning.

<b>Grade 1</b>	Where in the World	Project
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<b>Code</b>	<b>Standard</b>
K-2.1 (A)	Apply prior knowledge to develop new ideas, products, and processes.
K-2.1 (B)	Create original products using a variety of resources.
K-2.1 (C)	Explore virtual environments, simulations, models, and programming languages to enhance learning.
K-2.1 (D)	Create and execute steps to accomplish a task.

<b>Grade 1</b>	World of Shapes	Project
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<b>Code</b>	<b>Standard</b>
K-2.1 (A)	Apply prior knowledge to develop new ideas, products, and processes.
K-2.2 (A)	Use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally.
K-2.2 (D)	Select, store, and deliver products using a variety of media, formats, devices, and virtual environments.
K-2.6 (A)	Use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies.
K-2.6 (B)	Use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems.
K-2.6 (C)	Perform basic software application functions, including opening an application and creating, modifying, printing, and saving files.
K-2.6 (D)	Use a variety of input, output, and storage devices.

<b>GRADE 2</b>		
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<b>Grade 2</b>	Every Picture Tells a Story	Project
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<b>Code</b>	<b>Standard</b>
K-2.1 (A)	Apply prior knowledge to develop new ideas, products, and processes.
K-2.1 (B)	Create original products using a variety of resources.

K-2.1 (C)	Explore virtual environments, simulations, models, and programming languages to enhance learning.
K-2.1 (D)	Create and execute steps to accomplish a task.
K-2.1 (E)	Evaluate and modify steps to accomplish a task.
K-2.3 (A)	Use search strategies to access information to guide inquiry.
K-2.3 (B)	Use research skills to build a knowledge base regarding a topic, task, or assignment.
K-2.3 (C)	Evaluate the usefulness of acquired digital content.
K-2.6 (A)	Use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies.
K-2.6 (B)	Use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems.
K-2.6 (C)	Perform basic software application functions, including opening an application and creating, modifying, printing, and saving files.
K-2.6 (F)	Demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning.
<b>Grade 2</b>	Friendly Letters <span style="float: right;">Project</span>
<b>Code</b>	<b>Standard</b>
K-2.1 (A)	Apply prior knowledge to develop new ideas, products, and processes.
K-2.1 (C)	Explore virtual environments, simulations, models, and programming languages to enhance learning.
K-2.6 (A)	Use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies.
K-2.6 (C)	Perform basic software application functions, including opening an application and creating, modifying, printing, and saving files.
K-2.6 (E)	Use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning.
K-2.6 (F)	Demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning.
<b>Grade 2</b>	It's Natural <span style="float: right;">Project</span>
<b>Code</b>	<b>Standard</b>
K-2.2 (C)	Format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium.
K-2.5 (C)	Practice the responsible use of digital information regarding intellectual property, including software, text, images, audio, and video.
<b>Grade 2</b>	Rainy Day Savings <span style="float: right;">Project</span>
<b>Code</b>	<b>Standard</b>
K-2.1 (A)	Apply prior knowledge to develop new ideas, products, and processes.
K-2.1 (D)	Create and execute steps to accomplish a task.
K-2.1 (E)	Evaluate and modify steps to accomplish a task.

K-2.2 (A)	Use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally.
K-2.3 (B)	Use research skills to build a knowledge base regarding a topic, task, or assignment.
K-2.4 (A)	Identify what is known and unknown and what needs to be known regarding a problem and explain the steps to solve the problem.

<b>Grade 2</b>	Rock Stars	Project
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<b>Code</b>	<b>Standard</b>
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K-2.1 (A)	Apply prior knowledge to develop new ideas, products, and processes.
K-2.1 (B)	Create original products using a variety of resources.
K-2.1 (C)	Explore virtual environments, simulations, models, and programming languages to enhance learning.
K-2.1 (D)	Create and execute steps to accomplish a task.
K-2.2 (A)	Use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally.
K-2.2 (C)	Format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium.
K-2.4 (D)	Collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charts, multimedia, simulations, models, and programming languages.

<b>Grade 2</b>	The Shapes of Our Lives	Project
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<b>Code</b>	<b>Standard</b>
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K-2.1 (A)	Apply prior knowledge to develop new ideas, products, and processes.
K-2.1 (B)	Create original products using a variety of resources.
K-2.1 (C)	Explore virtual environments, simulations, models, and programming languages to enhance learning.
K-2.1 (D)	Create and execute steps to accomplish a task.
K-2.1 (E)	Evaluate and modify steps to accomplish a task.
K-2.2 (A)	Use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally.
K-2.2 (B)	Participate in digital environments to develop cultural understanding by interacting with learners of multiple cultures.
K-2.2 (C)	Format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium.
K-2.3 (A)	Use search strategies to access information to guide inquiry.
K-2.3 (B)	Use research skills to build a knowledge base regarding a topic, task, or assignment.
K-2.3 (C)	Evaluate the usefulness of acquired digital content.
K-2.6 (A)	Use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies.

K-2.6 (B) Use appropriate digital tools and resources for storage, access, file management, collaboration, and designing solutions to problems.

### GRADE 3

**Grade 3** A Look from Above Project

Code Standard

3-5.1 (B) Analyze trends and forecast possibilities, developing steps for the creation of an innovative process or product.

3-5.1 (C) Use virtual environments to explore systems and issues.

3-5.4 (C) Evaluate student-created products through self and peer review for relevance to the assignment or task.

**Grade 3** Back to Nature Project

Code Standard

3-5.2 (A) Draft, edit, and publish products in different media individually and collaboratively.

3-5.2 (B) Use font attributes, color, white space, and graphics to ensure that products are appropriate for multiple communication media, including monitor display, web, and print.

3-5.4 (C) Evaluate student-created products through self and peer review for relevance to the assignment or task.

**Grade 3** Riddle Me This Project

Code Standard

3-5.2 (F) Perform basic software application functions, including opening applications and creating, modifying, printing, and saving files.

3-5.4 (C) Evaluate student-created products through self and peer review for relevance to the assignment or task.

**Grade 3** Stand by Your Plan Project

Code Standard

3-5.3 (B) Collect and organize information from a variety of formats, including text, audio, video, and graphics.

3-5.4 (A) Identify information regarding a problem and explain the steps toward the solution.

**Grade 3** The Life and Times Project

Code Standard

3-5.1 (A) Create original products using a variety of resources.

3-5.2 (A) Draft, edit, and publish products in different media individually and collaboratively.

3-5.2 (B) Use font attributes, color, white space, and graphics to ensure that products are appropriate for multiple communication media, including monitor display, web, and print.

3-5.4 (C) Evaluate student-created products through self and peer review for relevance to the assignment or task.

3-5.6 (B)	Manipulate files using appropriate naming conventions; file management, including folder structures and tagging; and file conversions.
3-5.6 (C)	Navigate systems and applications accessing peripherals both locally and remotely.
<b>Grade 3</b>	Write It Up! <span style="float: right;">Project</span>
<b>Code</b>	<b>Standard</b>
3-5.2 (A)	Draft, edit, and publish products in different media individually and collaboratively.
3-5.2 (B)	Use font attributes, color, white space, and graphics to ensure that products are appropriate for multiple communication media, including monitor display, web, and print.
3-5.2 (C)	Collaborate effectively through personal learning communities and social environments.
3-5.2 (D)	Select and use appropriate collaboration tools.
3-5.2 (E)	Evaluate the product for relevance to the assignment or task.
3-5.2 (A)	Draft, edit, and publish products in different media individually and collaboratively.
3-5.2 (B)	Use font attributes, color, white space, and graphics to ensure that products are appropriate for multiple communication media, including monitor display, web, and print.

## GRADE 4

<b>Grade 4</b>	Be Money Smart <span style="float: right;">Project</span>
<b>Code</b>	<b>Standard</b>
3-5.1 (A)	Create original products using a variety of resources.
3-5.1 (B)	Analyze trends and forecast possibilities, developing steps for the creation of an innovative process or product.
3-5.1 (C)	Use virtual environments to explore systems and issues.
3-5.4 (B)	Collect, analyze, and represent data to solve problems using tools such as word processing, databases, spreadsheets, graphic organizers, charts, multimedia, simulations, models, and programming languages.
3-5.4 (D)	Evaluate technology tools applicable for solving problems.
<b>Grade 4</b>	Find the Angle <span style="float: right;">Project</span>
<b>Code</b>	<b>Standard</b>
3-5.1 (A)	Create original products using a variety of resources.
3-5.1 (B)	Analyze trends and forecast possibilities, developing steps for the creation of an innovative process or product.
3-5.1 (C)	Use virtual environments to explore systems and issues.
<b>Grade 4</b>	Let's Be Safe Online <span style="float: right;">Project</span>
<b>Code</b>	<b>Standard</b>
3-5.2 (A)	Draft, edit, and publish products in different media individually and collaboratively.



3-5.2 (B)	Use font attributes, color, white space, and graphics to ensure that products are appropriate for multiple communication media, including monitor display, web, and print.	
3-5.2 (F)	Perform basic software application functions, including opening applications and creating, modifying, printing, and saving files.	
3-5.3 (B)	Collect and organize information from a variety of formats, including text, audio, video, and graphics.	
3-5.3 (D)	Acquire information appropriate to specific tasks.	
3-5.4 (C)	Evaluate student-created products through self and peer review for relevance to the assignment or task.	
3-5.5 (D)	Protect and honor the individual privacy of oneself and others.	
3-5.5 (E)	Follow the rules of digital etiquette.	
<b>Grade 4</b>	Outlining the Water Cycle	Project
Code	Standard	
3-5.1 (A)	Create original products using a variety of resources.	
3-5.2 (A)	Draft, edit, and publish products in different media individually and collaboratively.	
3-5.2 (F)	Perform basic software application functions, including opening applications and creating, modifying, printing, and saving files.	
3-5.3 (B)	Collect and organize information from a variety of formats, including text, audio, video, and graphics.	
<b>Grade 4</b>	State Regions	Project
Code	Standard	
3-5.2 (A)	Draft, edit, and publish products in different media individually and collaboratively.	
3-5.2 (B)	Use font attributes, color, white space, and graphics to ensure that products are appropriate for multiple communication media, including monitor display, web, and print.	
3-5.2 (E)	Evaluate the product for relevance to the assignment or task.	
3-5.2 (F)	Perform basic software application functions, including opening applications and creating, modifying, printing, and saving files.	
<b>Grade 4</b>	State the Facts	Project
Code	Standard	
3-5.1 (C)	Use virtual environments to explore systems and issues.	
3-5.2 (A)	Draft, edit, and publish products in different media individually and collaboratively.	
3-5.3 (A)	Use various search strategies such as keyword(s); the Boolean identifiers and, or, and not; and other strategies appropriate to specific search engines.	
3-5.3 (B)	Collect and organize information from a variety of formats, including text, audio, video, and graphics.	
3-5.3 (C)	Validate and evaluate the relevance and appropriateness of information.	
3-5.3 (D)	Acquire information appropriate to specific tasks.	

3-5.4 (B) Collect, analyze, and represent data to solve problems using tools such as word processing, databases, spreadsheets, graphic organizers, charts, multimedia, simulations, models, and programming languages.

## GRADE 5

**Grade 5** Advice Column Project

**Code** Standard

3-5.2 (A) Draft, edit, and publish products in different media individually and collaboratively.

3-5.2 (B) Use font attributes, color, white space, and graphics to ensure that products are appropriate for multiple communication media, including monitor display, web, and print.

3-5.2 (E) Evaluate the product for relevance to the assignment or task.

3-5.2 (F) Perform basic software application functions, including opening applications and creating, modifying, printing, and saving files.

3-5.3 (B) Collect and organize information from a variety of formats, including text, audio, video, and graphics.

3-5.3 (C) Validate and evaluate the relevance and appropriateness of information.

3-5.3 (D) Acquire information appropriate to specific tasks.

3-5.4 (A) Identify information regarding a problem and explain the steps toward the solution.

3-5.5 (D) Protect and honor the individual privacy of oneself and others.

3-5.6 (B) Manipulate files using appropriate naming conventions; file management, including folder structures and tagging; and file conversions.

**Grade 5** Decisions, Decisions Project

**Code** Standard

3-5.1 (A) Create original products using a variety of resources.

3-5.1 (B) Analyze trends and forecast possibilities, developing steps for the creation of an innovative process or product.

3-5.1 (C) Use virtual environments to explore systems and issues.

3-5.3 (C) Validate and evaluate the relevance and appropriateness of information.

3-5.3 (D) Acquire information appropriate to specific tasks.

3-5.4 (A) Identify information regarding a problem and explain the steps toward the solution.

3-5.4 (B) Collect, analyze, and represent data to solve problems using tools such as word processing, databases, spreadsheets, graphic organizers, charts, multimedia, simulations, models, and programming languages.

**Grade 5** Environmental Changes Project

**Code** Standard

3-5.1 (A) Create original products using a variety of resources.

3-5.1 (B) Analyze trends and forecast possibilities, developing steps for the creation of an innovative process or product.

3-5.1 (C)	Use virtual environments to explore systems and issues.
3-5.2 (A)	Draft, edit, and publish products in different media individually and collaboratively.
3-5.2 (C)	Collaborate effectively through personal learning communities and social environments.
3-5.3 (B)	Collect and organize information from a variety of formats, including text, audio, video, and graphics.
3-5.3 (D)	Acquire information appropriate to specific tasks.
3-5.4 (C)	Evaluate student-created products through self and peer review for relevance to the assignment or task.

<b>Grade 5</b>	Finding Facts in Fiction	Project
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Code	Standard
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3-5.2 (A)	Draft, edit, and publish products in different media individually and collaboratively.
3-5.2 (B)	Use font attributes, color, white space, and graphics to ensure that products are appropriate for multiple communication media, including monitor display, web, and print.
3-5.3 (B)	Collect and organize information from a variety of formats, including text, audio, video, and graphics.
3-5.4 (C)	Evaluate student-created products through self and peer review for relevance to the assignment or task.

<b>Grade 5</b>	What Is the Alternative?	Project
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Code	Standard
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3-5.3 (B)	Collect and organize information from a variety of formats, including text, audio, video, and graphics.
3-5.6 (B)	Manipulate files using appropriate naming conventions; file management, including folder structures and tagging; and file conversions.

<b>Grade 5</b>	What's the Point?	Project
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Code	Standard
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3-5.4 (B)	Collect, analyze, and represent data to solve problems using tools such as word processing, databases, spreadsheets, graphic organizers, charts, multimedia, simulations, models, and programming languages.
3-5.4 (C)	Evaluate student-created products through self and peer review for relevance to the assignment or task.

## GRADE 6

<b>Grade 6</b>	Hard Rock, Soft Rock, Why Rock?	Project
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Code	Standard
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6.1 (B)	Create original works as a means of personal or group expression.
6.2 (A)	Participate in personal learning networks to collaborate with peers, experts, or others using digital tools such as blogs, wikis, audio/video communication, or other emerging technologies.

6.2 (B)	Communicate effectively with multiple audiences using a variety of media and formats.
6.3 (A)	Create a research plan to guide inquiry.
6.3 (B)	Discuss and use various search strategies, including keyword(s) and Boolean operators.
6.3 (C)	Select and evaluate various types of digital resources for accuracy and validity.
6.3 (D)	Process data and communicate results.
6.4 (A)	Identify and define relevant problems and significant questions for investigation.
6.5 (A)	Understand copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.
6.5 (B)	Practice ethical acquisition of information and standard methods for citing sources.
6.6 (A)	Define and use current technology terminology appropriately.
6.6 (B)	Select technology tools based on licensing, application, and support.
6.6 (H)	Discuss how changes in technology throughout history have impacted various areas of study.

<b>Grade 6</b>	Kidtown	Project
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<b>Code</b>	<b>Standard</b>
6.1 (B)	Create original works as a means of personal or group expression.
6.2 (A)	Participate in personal learning networks to collaborate with peers, experts, or others using digital tools such as blogs, wikis, audio/video communication, or other emerging technologies.
6.6 (B)	Select technology tools based on licensing, application, and support.
6.6 (F)	Understand troubleshooting techniques such as restarting systems, checking power issues, resolving software compatibility, verifying network connectivity, connecting to remote resources, and modifying display properties.

<b>Grade 6</b>	Small Screens, Big Thinkers	Project
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<b>Code</b>	<b>Standard</b>
6.1 (A)	Identify, create, and use files in various formats such as text, raster and vector graphics, video, and audio files.
6.1 (B)	Create original works as a means of personal or group expression.
6.1 (D)	Discuss trends and possible outcomes.
6.2 (A)	Participate in personal learning networks to collaborate with peers, experts, or others using digital tools such as blogs, wikis, audio/video communication, or other emerging technologies.
6.2 (C)	Read and discuss examples of technical writing.
6.4 (C)	Collect and analyze data to identify solutions and make informed decisions.
6.5 (A)	Understand copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.

6.5 (D)	Understand the negative impact of inappropriate technology use, including online bullying and harassment, hacking, intentional virus setting, invasion of privacy, and piracy such as software, music, video, and other media.
<b>Grade 6</b>	Take Some Credit <span style="float: right;">Project</span>
<b>Code</b>	<b>Standard</b>
6.1 (A)	Identify, create, and use files in various formats such as text, raster and vector graphics, video, and audio files.
6.1 (B)	Create original works as a means of personal or group expression.
6.2 (C)	Read and discuss examples of technical writing.
6.3 (A)	Create a research plan to guide inquiry.
6.3 (B)	Discuss and use various search strategies, including keyword(s) and Boolean operators.
6.3 (C)	Select and evaluate various types of digital resources for accuracy and validity.
6.3 (D)	Process data and communicate results.
6.4 (B)	Plan and manage activities to develop a solution, design a computer program, or complete a project.
6.4 (C)	Collect and analyze data to identify solutions and make informed decisions.
6.4 (E)	Make informed decisions and support reasoning.
6.5 (A)	Understand copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.
6.5 (B)	Practice ethical acquisition of information and standard methods for citing sources.
6.6 (A)	Define and use current technology terminology appropriately.
6.6 (B)	Select technology tools based on licensing, application, and support.
6.6 (C)	Identify, understand, and use operating systems.
6.6 (D)	Understand and use software applications, including selecting and using software for a defined task.
6.6 (E)	Identify, understand, and use hardware systems.
6.6 (F)	Understand troubleshooting techniques such as restarting systems, checking power issues, resolving software compatibility, verifying network connectivity, connecting to remote resources, and modifying display properties.
6.6 (M)	Plan and create non-linear media projects using graphic design principles.
<b>Grade 6</b>	Tech No-Nos <span style="float: right;">Project</span>
<b>Code</b>	<b>Standard</b>
6.1 (B)	Create original works as a means of personal or group expression.
6.2 (B)	Communicate effectively with multiple audiences using a variety of media and formats.
6.3 (A)	Create a research plan to guide inquiry.
6.3 (B)	Discuss and use various search strategies, including keyword(s) and Boolean operators.

6.3 (C)	Select and evaluate various types of digital resources for accuracy and validity.
6.4 (A)	Identify and define relevant problems and significant questions for investigation.
6.5 (A)	Understand copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.
6.5 (B)	Practice ethical acquisition of information and standard methods for citing sources.
6.5 (D)	Understand the negative impact of inappropriate technology use, including online bullying and harassment, hacking, intentional virus setting, invasion of privacy, and piracy such as software, music, video, and other media.
<b>Grade 6</b>	Write Like the Pros <span style="float: right;">Project</span>
<b>Code</b>	<b>Standard</b>
6.1 (A)	Identify, create, and use files in various formats such as text, raster and vector graphics, video, and audio files.
6.1 (B)	Create original works as a means of personal or group expression.
6.2 (A)	Participate in personal learning networks to collaborate with peers, experts, or others using digital tools such as blogs, wikis, audio/video communication, or other emerging technologies.
6.2 (B)	Communicate effectively with multiple audiences using a variety of media and formats.
6.2 (C)	Read and discuss examples of technical writing.
6.3 (B)	Discuss and use various search strategies, including keyword(s) and Boolean operators.
6.5 (A)	Understand copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.
6.5 (B)	Practice ethical acquisition of information and standard methods for citing sources.
6.5 (C)	Practice safe and appropriate online behavior, personal security guidelines, digital identity, digital etiquette, and acceptable use of technology.
6.6 (A)	Define and use current technology terminology appropriately.
6.6 (B)	Select technology tools based on licensing, application, and support.
6.6 (C)	Identify, understand, and use operating systems.
6.6 (D)	Understand and use software applications, including selecting and using software for a defined task.
6.6 (E)	Identify, understand, and use hardware systems.
6.6 (F)	Understand troubleshooting techniques such as restarting systems, checking power issues, resolving software compatibility, verifying network connectivity, connecting to remote resources, and modifying display properties.
6.6 (G)	Demonstrate effective file management strategies such as file naming conventions, location, backup, hierarchy, folder structure, file conversion, tags, labels, and emerging digital organizational strategies.
6.6 (I)	Discuss the relevance of technology as it applies to college and career readiness, life-long learning, and daily living.

6.6 (K) Use keyboarding techniques and ergonomic strategies while building speed and accuracy.

6.6 (N) Integrate two or more technology tools to create a new digital product.

## GRADE 7

**Grade 7** Healthy Watersheds, Healthy Communities Project

**Code** Standard

7.1 (B) Create and present original works as a means of personal or group expression.

7.2 (A) Create personal learning networks to collaborate and publish with peers, experts, or others using digital tools such as blogs, wikis, audio/video communication, or other emerging technologies.

7.2 (B) Communicate effectively with multiple audiences using a variety of media and formats.

7.2 (C) Create products using technical writing strategies.

7.3 (A) Create a research plan to guide inquiry.

7.3 (B) Use and evaluate various search strategies, including keyword(s) and Boolean operators.

7.3 (C) Select and evaluate various types of digital resources for accuracy and validity.

7.4 (A) Identify and define relevant problems and significant questions for investigation.

7.5 (A) Understand and practice copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.

7.5 (B) Practice ethical acquisition of information and standard methods for citing sources.

7.6 (A) Define and use current technology terminology appropriately.

7.6 (B) Select and apply technology tools based on licensing, application, and support.

7.6 (F) Understand troubleshooting techniques such as restarting systems, checking power issues, resolving software compatibility, verifying network connectivity, connecting to remote resources, and modifying display properties.

7.6 (H) Explain how changes in technology throughout history have impacted various areas of study.

**Grade 7** Isn't It the Truth? Project

**Code** Standard

7.1 (A) Identify, create, and use files in various formats such as text, raster and vector graphics, video, and audio files.

7.1 (B) Create and present original works as a means of personal or group expression.

7.3 (C) Select and evaluate various types of digital resources for accuracy and validity.

7.5 (A) Understand and practice copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.

7.6 (B) Select and apply technology tools based on licensing, application, and support.

7.1 (A) Identify, create, and use files in various formats such as text, raster and vector graphics, video, and audio files.



7.2 (A)	Create personal learning networks to collaborate and publish with peers, experts, or others using digital tools such as blogs, wikis, audio/video communication, or other emerging technologies.
7.2 (B)	Communicate effectively with multiple audiences using a variety of media and formats.
7.3 (B)	Use and evaluate various search strategies, including keyword(s) and Boolean operators.
7.3 (C)	Select and evaluate various types of digital resources for accuracy and validity.
7.5 (A)	Understand and practice copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.
7.5 (B)	Practice ethical acquisition of information and standard methods for citing sources.
7.6 (B)	Select and apply technology tools based on licensing, application, and support.
7.6 (D)	Understand and use software applications, including selecting and using software for a defined task.
7.6 (E)	Identify, understand, and use hardware systems.
7.6 (F)	Understand troubleshooting techniques such as restarting systems, checking power issues, resolving software compatibility, verifying network connectivity, connecting to remote resources, and modifying display properties.
7.6 (G)	Implement effective file management strategies such as file naming conventions, location, backup, hierarchy, folder structure, file conversion, tags, labels, and emerging digital organizational strategies.
<b>Grade 7</b>	Philanthropy 101 <span style="float: right;">Project</span>
<b>Code</b>	<b>Standard</b>
7.1 (A)	Identify, create, and use files in various formats such as text, raster and vector graphics, video, and audio files.
7.1 (D)	Discuss trends and make predictions.
7.2 (B)	Communicate effectively with multiple audiences using a variety of media and formats.
7.2 (C)	Create products using technical writing strategies.
7.3 (B)	Use and evaluate various search strategies, including keyword(s) and Boolean operators.
7.3 (C)	Select and evaluate various types of digital resources for accuracy and validity.
7.3 (D)	Process data and communicate results.
7.4 (C)	Collect and analyze data to identify solutions and make informed decisions.
7.4 (E)	Make informed decisions and support reasoning.
7.5 (A)	Understand and practice copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.
7.5 (B)	Practice ethical acquisition of information and standard methods for citing sources.
7.5 (D)	Understand the negative impact of inappropriate technology use, including online bullying and harassment, hacking, intentional virus setting, invasion of privacy, and piracy such as software, music, video, and other media.



7.6 (L)	Create and edit files with productivity tools.
7.6 (M)	Plan and create non-linear media projects using graphic design principles.
7.6 (N)	Integrate two or more technology tools to create a new digital product.
<b>Grade 7</b>	Tech Times <span style="float: right;">Project</span>
<b>Code</b>	<b>Standard</b>
7.1 (B)	Create and present original works as a means of personal or group expression.
7.2 (A)	Create personal learning networks to collaborate and publish with peers, experts, or others using digital tools such as blogs, wikis, audio/video communication, or other emerging technologies.
7.2 (B)	Communicate effectively with multiple audiences using a variety of media and formats.
7.2 (C)	Create products using technical writing strategies.
7.3 (A)	Create a research plan to guide inquiry.
7.3 (B)	Use and evaluate various search strategies, including keyword(s) and Boolean operators.
7.3 (C)	Select and evaluate various types of digital resources for accuracy and validity.
7.4 (A)	Identify and define relevant problems and significant questions for investigation.
7.5 (A)	Understand and practice copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.
7.5 (B)	Practice ethical acquisition of information and standard methods for citing sources.
7.5 (D)	Understand the negative impact of inappropriate technology use, including online bullying and harassment, hacking, intentional virus setting, invasion of privacy, and piracy such as software, music, video, and other media.
7.6 (A)	Define and use current technology terminology appropriately.
7.6 (B)	Select and apply technology tools based on licensing, application, and support.
7.6 (F)	Understand troubleshooting techniques such as restarting systems, checking power issues, resolving software compatibility, verifying network connectivity, connecting to remote resources, and modifying display properties.
7.6 (H)	Explain how changes in technology throughout history have impacted various areas of study.
<b>Grade 7</b>	Where 2-D and 3-D Intersect <span style="float: right;">Project</span>
<b>Code</b>	<b>Standard</b>
7.2 (A)	Create personal learning networks to collaborate and publish with peers, experts, or others using digital tools such as blogs, wikis, audio/video communication, or other emerging technologies.
7.5 (A)	Understand and practice copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.
7.5 (B)	Practice ethical acquisition of information and standard methods for citing sources.
<b>Grade 7</b>	Writing Paths <span style="float: right;">Project</span>
<b>Code</b>	<b>Standard</b>

7.1 (A)	Identify, create, and use files in various formats such as text, raster and vector graphics, video, and audio files.
7.1 (B)	Create and present original works as a means of personal or group expression.
7.1 (C)	Explore complex systems or issues using models, simulations, and new technologies to make predictions, modify input, and review results.
7.2 (A)	Create personal learning networks to collaborate and publish with peers, experts, or others using digital tools such as blogs, wikis, audio/video communication, or other emerging technologies.
7.3 (B)	Use and evaluate various search strategies, including keyword(s) and Boolean operators.
7.3 (C)	Select and evaluate various types of digital resources for accuracy and validity.
7.5 (A)	Understand and practice copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.
7.5 (B)	Practice ethical acquisition of information and standard methods for citing sources.
7.6 (D)	Understand and use software applications, including selecting and using software for a defined task.
7.6 (F)	Understand troubleshooting techniques such as restarting systems, checking power issues, resolving software compatibility, verifying network connectivity, connecting to remote resources, and modifying display properties.
7.6 (H)	Explain how changes in technology throughout history have impacted various areas of study.
7.6 (I)	Explain the relevance of technology as it applies to college and career readiness, life-long learning, and daily living.
7.6 (K)	Use keyboarding techniques and ergonomic strategies while building speed and accuracy.
7.6 (L)	Create and edit files with productivity tools.
7.6 (M)	Plan and create non-linear media projects using graphic design principles.
7.6 (N)	Integrate two or more technology tools to create a new digital product.

## GRADE 8

<b>Grade 8</b>	Building a Balanced Budget	Project
<b>Code</b>	<b>Standard</b>	
8.6 (B)	Evaluate and select technology tools based on licensing, application, and support.	
8.6 (F)	Apply troubleshooting techniques, including restarting systems, checking power issues, resolving software compatibility, verifying network connectivity, connecting to remote resources, and modifying display properties.	
8.6 (H)	Evaluate how changes in technology throughout history have impacted various areas of study.	
8.6 (L)	Create and edit files with productivity tools.	

Grade 8	Mandala	Project
Code	Standard	
8.1 (A)	Identify, create, and use files in various formats, including text, raster and vector graphics, video, and audio files.	
8.1 (B)	Create, present, and publish original works as a means of personal or group expression.	
8.2 (A)	Create and manage personal learning networks to collaborate and publish with peers, experts, or others using digital tools such as blogs, wikis, audio/video communication, or other emerging technologies.	
8.2 (B)	Communicate effectively with multiple audiences using a variety of media and formats.	
8.4 (A)	Identify and define relevant problems and significant questions for investigation.	
8.4 (B)	Plan and manage activities to develop a solution, design a computer program, or complete a project.	
8.4 (C)	Collect and analyze data to identify solutions and make informed decisions.	
8.4 (F)	Transfer current knowledge to the learning of newly encountered technologies.	
8.5 (A)	Understand, explain, and practice copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.	
8.5 (C)	Practice and explain safe and appropriate online behavior, personal security guidelines, digital identity, digital etiquette, and acceptable use of technology.	
8.5 (D)	Understand and explain the negative impact of inappropriate technology use, including online bullying and harassment, hacking, intentional virus setting, invasion of privacy, and piracy such as software, music, video, and other media.	
8.6 (A)	Define and use current technology terminology appropriately.	
8.6 (B)	Evaluate and select technology tools based on licensing, application, and support.	
8.6 (E)	Identify, understand, and use hardware systems.	
8.6 (J)	Use a variety of local and remote input sources.	
8.6 (N)	Integrate two or more technology tools to create a new digital product.	
Grade 8	Persuasive Essay and the Writing Process	Project
Code	Standard	
8.1 (A)	Identify, create, and use files in various formats, including text, raster and vector graphics, video, and audio files.	
8.1 (B)	Create, present, and publish original works as a means of personal or group expression.	
8.2 (B)	Communicate effectively with multiple audiences using a variety of media and formats.	
8.2 (C)	Create and publish products using technical writing strategies.	
8.4 (E)	Make informed decisions and support reasoning.	
8.6 (D)	Understand and use software applications, including selecting and using software for a defined task.	
8.6 (L)	Create and edit files with productivity tools.	

<b>Grade 8</b>	Plate Tectonics	Project
<b>Code</b>	<b>Standard</b>	
8.2 (C)	Create and publish products using technical writing strategies.	
8.4 (C)	Collect and analyze data to identify solutions and make informed decisions.	
8.5 (A)	Understand, explain, and practice copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.	
8.6 (F)	Apply troubleshooting techniques, including restarting systems, checking power issues, resolving software compatibility, verifying network connectivity, connecting to remote resources, and modifying display properties.	
8.6 (N)	Integrate two or more technology tools to create a new digital product.	
<b>Grade 8</b>	The Trail of Tears	Project
<b>Code</b>	<b>Standard</b>	
8.4 (C)	Collect and analyze data to identify solutions and make informed decisions.	
8.5 (D)	Understand and explain the negative impact of inappropriate technology use, including online bullying and harassment, hacking, intentional virus setting, invasion of privacy, and piracy such as software, music, video, and other media.	
<b>Grade 8</b>	Wiki Project	Project
<b>Code</b>	<b>Standard</b>	
8.3 (A)	Create a research plan to guide inquiry.	
8.3 (B)	Plan, use, and evaluate various search strategies, including keyword(s) and Boolean operators.	
8.3 (C)	Select and evaluate various types of digital resources for accuracy and validity.	
8.3 (D)	Process data and communicate results.	
8.4 (A)	Identify and define relevant problems and significant questions for investigation.	
8.4 (B)	Plan and manage activities to develop a solution, design a computer program, or complete a project.	
8.4 (C)	Collect and analyze data to identify solutions and make informed decisions.	
8.4 (D)	Use multiple processes and diverse perspectives to explore alternative solutions.	
8.4 (E)	Make informed decisions and support reasoning.	
8.4 (F)	Transfer current knowledge to the learning of newly encountered technologies.	
8.5 (A)	Understand, explain, and practice copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain.	
8.5 (B)	Practice and explain ethical acquisition of information and standard methods for citing sources.	
8.5 (C)	Practice and explain safe and appropriate online behavior, personal security guidelines, digital identity, digital etiquette, and acceptable use of technology.	
8.6 (A)	Define and use current technology terminology appropriately.	
8.6 (B)	Evaluate and select technology tools based on licensing, application, and support.	

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8.6 (C)	Identify, understand, and use operating systems.
8.6 (D)	Understand and use software applications, including selecting and using software for a defined task.
8.6 (E)	Identify, understand, and use hardware systems.
8.6 (F)	Apply troubleshooting techniques, including restarting systems, checking power issues, resolving software compatibility, verifying network connectivity, connecting to remote resources, and modifying display properties.
8.6 (G)	Implement effective file management strategies such as file naming conventions, location, backup, hierarchy, folder structure, file conversion, tags, labels, and emerging digital organizational strategies.
8.6 (L)	Create and edit files with productivity tools.
8.6 (N)	Integrate two or more technology tools to create a new digital product.

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