

Elementary TA TEKS, Beginning with School Year 2012-2013

Introduction.

- (1) The technology applications curriculum has six strands based on the National Educational Technology Standards for Students (NETS•S) and performance indicators developed by the International Society for Technology in Education (ISTE): creativity and innovation; communication and collaboration; research and information fluency; critical thinking, problem solving, and decision making; digital citizenship; and technology operations and concepts.
- (2) Through the study of the six strands in technology applications, students use creative thinking and innovative processes to construct knowledge and develop products. Students communicate and collaborate both locally and globally to reinforce and promote learning. Research and information fluency includes the acquisition and evaluation of digital content. Students develop critical-thinking, problem-solving, and decision-making skills by collecting, analyzing, and reporting digital information. Students practice digital citizenship by behaving responsibly while using technology tools and resources. Through the study of technology operations and concepts, students learn technology related terms, concepts, and data input strategies.
- (3) Statements that contain the word "including" reference content that must be mastered, while those containing the phrase "such as" are intended as possible illustrative examples.

Kindergarten-Grade 2		Grades 3-5	
	CREATIVITY AND INNOVATION. The student uses creative thinking and innovative processes to construct knowledge and develop digital products. The student is expected to:		CREATIVITY AND INNOVATION. The student uses creative thinking and innovative processes to construct knowledge and develop digital products. The student is expected to:
1	apply prior knowledge to develop new ideas, products, and processes;		create original products using a variety of resources;
1(a)	create original products using a variety of resources;		analyze trends and forecast possibilities, developing steps for the creation of an innovative process or product; and
1(b)	explore virtual environments, simulations, [and] models , and programming languages to enhance learning;		use virtual environments to explore systems and issues.
1(c)	create and execute steps to accomplish a task; and		
1(d)	evaluate and modify steps to accomplish a task.		
1(e)	COMMUNICATION AND COLLABORATION. The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to:		COMMUNICATION AND COLLABORATION. The student collaborates and communicates both locally and globally using digital tools and resources to reinforce and promote learning. The student is expected to:
2	use communication tools that allow for anytime, anywhere access to interact, collaborate, or publish with peers locally and globally;		draft, edit, and publish products in different media individually and collaboratively;
2(a)	participate in digital environments to develop cultural understanding by interacting with learners of multiple cultures;		use font attributes, color, white space, and graphics to ensure that products are appropriate for multiple communication media, including monitor display, web, and print;
2(b)	format digital information, including font attributes, color, white space, graphics, and animation, for a defined audience and communication medium; and		collaborate effectively through personal learning communities and social environments;
2(c)	select, store, and deliver products using a variety of media, formats, devices, and virtual environments.		select and use appropriate collaboration tools;
2(d)			evaluate the product for relevance to the assignment or task; and
2(e)			perform basic software application functions, including opening applications and creating, modifying, printing, and saving files.
2(f)	RESEARCH AND INFORMATION FLUENCY. The student acquires and evaluates digital content. The student is expected to:		RESEARCH AND INFORMATION FLUENCY. The student acquires and evaluates digital content. The student is expected to:
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3(a)	use search strategies to access information to guide inquiry;	use various search strategies such as keyword(s) ; the Boolean identifiers <i>and</i> , <i>or</i> , and <i>not</i> ; and other strategies appropriate to specific search engines;
3(b)	use research skills to build a knowledge base regarding a topic, task, or assignment; and	collect and organize information from a variety of formats, including text, audio, video, and graphics;
3(c)	evaluate the usefulness of acquired digital content.	validate and evaluate the relevance and appropriateness of information; and
3(d)		acquire information appropriate to specific tasks.
4	CRITICAL THINKING, PROBLEM SOLVING, AND DECISION MAKING. The student applies critical-thinking skills to solve problems, guide research, and evaluate projects using digital tools and resources. The student is expected to:	CRITICAL THINKING, PROBLEM SOLVING, AND DECISION MAKING. The student researches and evaluates projects using digital tools and resources. The student is expected to:
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;	identify information regarding a problem and explain the steps toward the solution;
4(b)	evaluate the appropriateness of a digital tool to achieve the desired product;	collect, analyze, and represent data to solve problems using tools such as word processing, databases, spreadsheets, graphic organizers, charts, multimedia, simulations, [and] models , and programming languages ;
4(c)	evaluate products prior to final submission; and	evaluate student-created products through self and peer review for relevance to the assignment or task; and
4(d)	collect, analyze, and represent data using tools such as word processing, spreadsheets, graphic organizers, charts, multimedia, simulations, [and] models , and programming languages .	evaluate technology tools applicable for solving problems.
5	DIGITAL CITIZENSHIP. The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:	DIGITAL CITIZENSHIP. The student practices safe, responsible, legal, and ethical behavior while using digital tools and resources. The student is expected to:
5(a)	adhere to acceptable use policies reflecting appropriate behavior in a digital environment;	adhere to acceptable use policies reflecting positive social behavior in the digital environment;
5(b)	comply with acceptable digital safety rules, fair use guidelines, and copyright laws; and	respect the intellectual property of others;
5(c)	practice the responsible use of digital information regarding intellectual property, including software, text, images, audio, and video.	abide by copyright law and the Fair Use Guidelines for Educational Multimedia;
5(d)		protect and honor the individual privacy of oneself and others;
5(e)		follow the rules of digital etiquette;
5(f)		practice safe, legal, and responsible use of information and technology; and
5(g)		comply with fair use guidelines and digital safety rules.
6	TECHNOLOGY OPERATIONS AND CONCEPTS. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:	TECHNOLOGY OPERATIONS AND CONCEPTS. The student demonstrates knowledge and appropriate use of technology systems, concepts, and operations. The student is expected to:
6(a)	use appropriate terminology regarding basic hardware, software applications, programs, networking, virtual environments, and emerging technologies;	demonstrate an understanding of technology concepts, including terminology for the use of operating systems, network systems, virtual systems, and learning systems appropriate for Grades 3-5 learning;
6(b)	use appropriate digital tools and resources for storage, access, file management, [and] collaboration , and designing solutions to problems .	manipulate files using appropriate naming conventions; file management, including folder structures and tagging; and file conversions;

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	Kindergarten-Grade 2	Grades 3-5
6(c)	perform basic software application functions, including opening an application and creating, modifying, printing, and saving files;	navigate systems and applications accessing peripherals both locally and remotely;
6(d)	use a variety of input, output, and storage devices;	troubleshoot minor technical problems with hardware and software using available resources such as online help and knowledge bases; and
6(e)	use proper keyboarding techniques such as ergonomically correct hand and body positions appropriate for Kindergarten-Grade 2 learning;	use proper touch keyboarding techniques and ergonomic strategies such as correct hand and body positions and smooth and rhythmic keystrokes.
6(f)	demonstrate keyboarding techniques for operating the alphabetic, numeric, punctuation, and symbol keys appropriate for Kindergarten-Grade 2 learning; and	
6(g)	use the help feature online and in applications.	