

Ohio Technology Standards prior to 2017

Grade	Standard	Benchmark	Grade Level Indicator
7	Standard 1: Nature of Technology	Benchmark A:	Analyze information relative to the characteristics of technology and apply in a practical setting.
7	Standard 1: Nature of Technology	Benchmark A:	1. Describe the factors involved in developing products and systems using technology (e.g., market survey, design, development, prototyping, assessing, producing, quality assurance, marketing).
7	Standard 1: Nature of Technology	Benchmark A:	2. Develop technological solutions to problems.
7	Standard 1: Nature of Technology	Benchmark B:	Apply the core concepts of technology in a practical setting.
7	Standard 1: Nature of Technology	Benchmark B:	1. Differentiate between open-loop and closed-loop systems: recognize that an open-loop system has no feedback path and requires human intervention, while a closed-loop system uses feedback.
7	Standard 1: Nature of Technology	Benchmark B:	2. Describe ways that technological systems can be connected to one another.
7	Standard 1: Nature of Technology	Benchmark B:	3. Identify parameters that may be placed on the development of a product or system (e.g., cost, time, size).
7	Standard 1: Nature of Technology	Benchmark B:	4. Cite examples of controls, and predict resultant changes in a system for that control (e.g., the heating system thermostat regulates the air temperature of the room).
7	Standard 1: Nature of Technology	Benchmark B:	5. Infer that malfunctions of any part of a system may affect the function and quality of the system.
7	Standard 1: Nature of Technology	Benchmark B:	6. Recognize that maintenance is the process of inspecting and servicing of a product or system on a regular basis.
7	Standard 1: Nature of Technology	Benchmark C:	1. Describe the situational interdependence of technologies (e.g., space shuttle crew depends on communication technologies in order to maneuver the craft).
7	Standard 1: Nature of Technology	Benchmark C:	2. Identify products that have been applied to alternative settings.
7	Standard 1: Nature of Technology	Benchmark C:	3. Explain how knowledge from other fields of study may impact the development of technological systems and products.
7	Standard 2: Technology and Society Interaction	Benchmark A:	1. Classify how new technologies have resulted from the demands, values and interests of individuals, businesses, industries and societies.
7	Standard 2: Technology and Society Interaction	Benchmark A:	2. Relate ways that the uses of inventions and innovations have led to changes in society and the creation of new needs and wants.
7	Standard 2: Technology and Society Interaction	Benchmark A:	3. Identify how societal expectations drive the acceptance and use of products and systems (e.g., impact of the automobile in Ohio 1891 to the present).
7	Standard 2: Technology and Society Interaction	Benchmark B:	1. Explain how the development and use of technologies often put environmental and economic concerns in direct competition with one another.
7	Standard 2: Technology and Society Interaction	Benchmark B:	2. Explain the life-cycle of a typical product or structure.
7	Standard 2: Technology and Society Interaction	Benchmark B:	3. Describe the proper disposal and/or recycling of used products (e.g., electronic equipment, lawnmower oil, batteries).
7	Standard 2: Technology and Society Interaction	Benchmark C:	1. Explain how the design and construction of structures for service or convenience have evolved from the development of techniques for measurement, controlling systems, and the understanding of spatial relationships.
7	Standard 2: Technology and Society Interaction	Benchmark C:	2. Analyze a design or invention and explain its historical importance (e.g., 1735 invention of a timepiece that English ships used to accurately navigate longitude position around the world).
7	Standard 2: Technology and Society Interaction	Benchmark D:	1. Analyze a situation to determine the steps necessary to respect intellectual property rights including patents, copyrights, trade names and trademarks.
7	Standard 2: Technology and Society Interaction	Benchmark D:	2. Discuss plagiarism and its ramifications.
7	Standard 2: Technology and Society Interaction	Benchmark D:	3. Understand that installation of software requires an appropriate software license, and that the license determines how many times the software may be installed (e.g., does the license allow the software to be installed on more than one computer?).
7	Standard 2: Technology and Society Interaction	Benchmark D:	4. Understand that Web page content may not be copied and imported into a new owner's Web page.
7	Standard 2: Technology and Society Interaction	Benchmark D:	5. Understand that photos, images, graphics, sounds or videos displayed on the Internet are generally copyright protected and may not be copied, pasted, saved, imported or used in new content without permission of the copyright owner.
7	Standard 2: Technology and Society Interaction	Benchmark D:	6. Explore appropriate use of logos, icons, graphics, etc. in relation to trademark and trade name rights (e.g., understand that trademark logos may not be incorporated into new works without consent of the owner or payment of fees and/or royalties).
7	Standard 2: Technology and Society Interaction	Benchmark D:	7. Analyze situations that arise regarding the use of intellectual property, including ethical considerations.
7	Standard 2: Technology and Society Interaction	Benchmark D:	8. Determine steps necessary to respect intellectual property rights (e.g., obtain permission from the owner, credit the source of the items, pay a license fee to use the item).
7	Standard 2: Technology and Society Interaction	Benchmark E:	1. Employ the use of instruments with different measuring standards to collect data (e.g., temperature, acidity—pH level, voltage, heart rate, speed).
7	Standard 2: Technology and Society Interaction	Benchmark E:	2. Identify trends and monitor potential consequences of technological development.
7	Standard 2: Technology and Society Interaction	Benchmark E:	3. Analyze an environmental health concern and identify the elements of that problem, (e.g., sources of environmental stressors, types of environmental stressors, environmental media, distribution of environmental stressors, and human receptors).
7	Standard 3: Technology for Productivity Applications	Benchmark A:	1. Use vocabulary related to computer and multimedia technology systems. (e.g., universal serial bus—USB, hubs and switches).
7	Standard 3: Technology for Productivity Applications	Benchmark A:	2. Explain how computer components interact.
7	Standard 3: Technology for Productivity Applications	Benchmark A:	3. Explain the purpose and different functions of software programs.
7	Standard 3: Technology for Productivity Applications	Benchmark B:	1. Solve problems using all available technologies for inquiry, investigation, analysis and presenting conclusions.
7	Standard 3: Technology for Productivity Applications	Benchmark B:	2. Investigate various formats of video content and methods of presentation (e.g., .mpeg, .avi).
7	Standard 3: Technology for Productivity Applications	Benchmark B:	3. Edit video clips using video editing software.
7	Standard 3: Technology for Productivity Applications	Benchmark B:	4. Develop speed and accuracy when keyboarding, and transition to a word processing environment.
7	Standard 3: Technology for Productivity Applications	Benchmark C:	1. Use content-specific tools, software and simulations to support learning and research to create educational projects (e.g., aerodynamic model design, bridge building simulation, design tools, how-it-works Websites).
7	Standard 3: Technology for Productivity Applications	Benchmark C:	2. Apply technology resources to support group collaboration and learning throughout the curriculum.
7	Standard 4: Technology and Communication Applications	Benchmark A:	1. Classify reasons to communicate information and explain why technology enhances communication (e.g., to explain, inform, persuade, sell, archive information in ways that reach a variety of audiences).
7	Standard 4: Technology and Communication Applications	Benchmark A:	2. Integrate advanced design features into communication products (e.g., background selection, framing, set design).
7	Standard 4: Technology and Communication Applications	Benchmark A:	3. Generate multimedia presentations that communicate information for specific purposes.
7	Standard 4: Technology and Communication Applications	Benchmark B:	1. Select an appropriate software tool to create and publish print information (e.g., word processor for a report, desktop publishing tool for signs/calendars/newsletters).
7	Standard 4: Technology and Communication Applications	Benchmark B:	2. Distinguish electronic file types and determine extensions including .txt, .rtf, .doc, .pdf and others.
7	Standard 4: Technology and Communication Applications	Benchmark B:	3. Insert original sound files into multimedia presentation (e.g., AVI, WAV, MPEG).
7	Standard 4: Technology and Communication Applications	Benchmark B:	4. Insert copyright-free images (photos/graphics) into multimedia presentations (e.g., GIF, JPEG).
7	Standard 4: Technology and Communication Applications	Benchmark B:	5. Transform digital images by using editing software to: Crop; Rotate, flip, invert; Add text, borders, decorative elements; Adjust color (apply spot coloring, image touch-up); Layer or merge images.
7	Standard 4: Technology and Communication Applications	Benchmark C:	1. Compose e-mail messages and incorporate advanced techniques (e.g., include attachments, send to multiple recipients, format stationary, manage inbox, create address book).
7	Standard 4: Technology and Communication Applications	Benchmark C:	2. Acquire and disseminate information by participating in virtual learning activities (e.g., Web casts, videoconferencing, distance learning offerings).
7	Standard 5: Technology and Information Literacy	Benchmark A:	1. Distinguish when current copyright dates of sources are important in answering an information need (e.g., science information on cloning, results of an election).
7	Standard 5: Technology and Information Literacy	Benchmark A:	2. Assess the objectivity (ability of an author to present information without bias) of a source when using information.
7	Standard 5: Technology and Information Literacy	Benchmark A:	3. Compare multiple sources (online encyclopedia, Web site, online magazine database, print source) to check accuracy of information (e.g., do facts match on each site?).
7	Standard 5: Technology and Information Literacy	Benchmark A:	4. Determine the scope of coverage for a given source (does the source cover all of the needed information?).
7	Standard 5: Technology and Information Literacy	Benchmark A:	5. Chart information gathered from multiple sources to determine facts to be used in a project.
7	Standard 5: Technology and Information Literacy	Benchmark B:	1. Develop open-ended research questions about a defined information need.
7	Standard 5: Technology and Information Literacy	Benchmark B:	2. Select and evaluate relevant information about a specific topic in several sources.
7	Standard 5: Technology and Information Literacy	Benchmark B:	3. Select information from different types of subscription resources (fee-based, pay-per-use) to meet an information need (e.g., magazine database, picture archive, online encyclopedia).
7	Standard 5: Technology and Information Literacy	Benchmark B:	4. Compile information learned about a topic from a variety of sources.
7	Standard 5: Technology and Information Literacy	Benchmark B:	5. Create information products to share information using different formats (e.g., print, audio recording, digital, video, slide show).
7	Standard 5: Technology and Information Literacy	Benchmark B:	6. Evaluate how information was found and assess the quality of the information product.
7	Standard 5: Technology and Information Literacy	Benchmark C:	1. Recognize that some Web information requires special software for its use (e.g., discuss what plug-ins are and how they expand the use of the Internet).
7	Standard 5: Technology and Information Literacy	Benchmark C:	2. Search a student-selected online directory or search engine by subject, keyword, author, title, date and/or format.
7	Standard 5: Technology and Information Literacy	Benchmark C:	3. Use Boolean operators in the search process (e.g., use Boolean logic to expand a search and to limit a search "AND" "OR" "NOT").
7	Standard 5: Technology and Information Literacy	Benchmark C:	4. Perform searches for information in specific formats (e.g., graphics, images, journal articles).
7	Standard 5: Technology and Information Literacy	Benchmark C:	5. Compare information found in searches done on different types of Internet resources (e.g., directory, search engine, meta engine).
7	Standard 5: Technology and Information Literacy	Benchmark C:	6. Report elements of a Web site that make it effective (e.g., describe why the Web site is appropriate for the particular information needed).

7	Standard 5: Technology and Information Literacy	Benchmark D:	1. Compare search results through the use of different keywords (e.g., search for conservation information using "garbage" and search again using "waste disposal").
7	Standard 5: Technology and Information Literacy	Benchmark D:	2. Examine information in different types of subscription (fee-based) databases to locate information for a curricular need (e.g., online encyclopedia, online subject dictionaries, magazine index, picture archive).
7	Standard 6: Design	Benchmark A:	1. Evaluate examples of Universal Design use that meet common challenges individuals encounter (e.g., limitations concerning mobility, vision, strength, reach and clarity in communication).
7	Standard 6: Design	Benchmark A:	2. Describe how aesthetic and functional components both complement and conflict with each other (e.g., a brace to keep a bookcase from rocking may not be consistent with the beauty of the object).
7	Standard 6: Design	Benchmark A:	3. Review existing designs and suggest ways that they can be improved (e.g., how have food containers changed over time and how can they be improved?).
7	Standard 6: Design	Benchmark A:	4. Make two- and three-dimensional representations of the designed solution (e.g., 2-D includes sketches, drawings, and computer-aided designs—CAD and 3-D includes graphic, mathematical and physical models).
7	Standard 6: Design	Benchmark A:	5. Describe how brainstorming is a group problem-solving design process in which each person in the group presents his or her ideas in an open forum.
7	Standard 6: Design	Benchmark A:	6. Apply a design process to solve a problem in the school (e.g., identify need, research problem, develop solutions, select best solution, build prototype, test and evaluate, communicate, and redesign).
7	Standard 6: Design	Benchmark A:	7. Research and diagram the product development life-cycle of an invention.
7	Standard 6: Design	Benchmark A:	8. Identify inventors and designers from antiquity who contributed to the development of each of the technological systems (e.g., contributions from Chinese, Greeks, Romans, Arabs, Egyptians and Renaissance in Europe).
8	Standard 1: Nature of Technology	Benchmark A:	3. Discuss ways that technology is linked to creativity and innovation.
8	Standard 1: Nature of Technology	Benchmark A:	1. Design technological solutions to problems generated by individual or collective needs.
8	Standard 1: Nature of Technology	Benchmark A:	2. Interpret the interrelationship between technology, creativity and innovation.
8	Standard 1: Nature of Technology	Benchmark A:	3. Formulate how a demand for a product may be created through marketing and advertising (e.g., marketing personal computers, music and game devices).
8	Standard 1: Nature of Technology	Benchmark A:	4. Apply multiple factors when developing products and systems to solve problems.
8	Standard 1: Nature of Technology	Benchmark B:	1. Demonstrate how technological systems can be connected to one another.
8	Standard 1: Nature of Technology	Benchmark B:	2. Examine parameters and constraints in the design of a product or system.
8	Standard 1: Nature of Technology	Benchmark B:	3. Utilize controls to make changes in a system resulting in a desired outcome.
8	Standard 1: Nature of Technology	Benchmark B:	4. Indicate ways a system malfunction may affect the function and quality of the system.
8	Standard 1: Nature of Technology	Benchmark B:	5. Recognize that trade-offs are the result of the decision-making process, involving careful compromises among competing factors.
8	Standard 1: Nature of Technology	Benchmark C:	1. Demonstrate ways that technological systems interrelate.
8	Standard 1: Nature of Technology	Benchmark C:	2. Suggest products that could be used in an alternative setting.
8	Standard 1: Nature of Technology	Benchmark C:	3. Explain ways that invention and innovation within one field can transfer into other areas of technology.
8	Standard 1: Nature of Technology	Benchmark C:	4. Cite examples of how transferred knowledge has impacted the development of technological systems and products (e.g., 1805 Jacquard weaving loom punch card system influenced development of 1950s computer punch card systems).
8	Standard 1: Nature of Technology	Benchmark C:	5. Describe and cite examples illustrating how different technologies require different processes.
8	Standard 2: Technology and Society Interaction	Benchmark A:	1. Explain how economic, political and cultural issues are influenced by the development and use of technology.
8	Standard 2: Technology and Society Interaction	Benchmark A:	2. Describe how societal expectations drive the acceptance and use of products and systems.
8	Standard 2: Technology and Society Interaction	Benchmark A:	3. Describe how the use of technology affects humans in various ways, including their safety, comfort, choices and attitudes about technology's development and use.
8	Standard 2: Technology and Society Interaction	Benchmark B:	1. Explain how the life-cycle of a product or structure may impact the environment.
8	Standard 2: Technology and Society Interaction	Benchmark B:	2. Identify items/products that would benefit the environment if they were designed to be biodegradable.
8	Standard 2: Technology and Society Interaction	Benchmark B:	3. Investigate emerging environmental restoration technologies (e.g., electrokinetic remediation to remove chemical contaminants from soil).
8	Standard 2: Technology and Society Interaction	Benchmark C:	1. Describe how the specialization of function has been at the heart of many technological improvements (e.g., welding: many different processes have been developed to join materials).
8	Standard 2: Technology and Society Interaction	Benchmark C:	2. Examine and compare eras of design in architecture, aviation, transportation, medical instruments and astronomy.
8	Standard 2: Technology and Society Interaction	Benchmark D:	1. Demonstrate legal and ethical practices when completing projects/schoolwork.
8	Standard 2: Technology and Society Interaction	Benchmark D:	2. Adhere to copyright restrictions.
8	Standard 2: Technology and Society Interaction	Benchmark D:	3. Define fair use in regard to technology-generated educational materials.
8	Standard 2: Technology and Society Interaction	Benchmark D:	4. Discuss software piracy, its impact on the technology industry, and possible repercussions to individuals and/or the school district.
8	Standard 2: Technology and Society Interaction	Benchmark D:	5. Determine copyright, trademark, trade name restrictions to consider when using the Internet or other technology resources (e.g., do not violate intellectual property restrictions when using materials).
8	Standard 2: Technology and Society Interaction	Benchmark E:	1. Design and use appropriate instruments to gather data (e.g., design, fabricate and use a balance scale).
8	Standard 2: Technology and Society Interaction	Benchmark E:	2. Interpret and evaluate the accuracy of the information obtained during a test or experiment and determine if it is useful.
8	Standard 2: Technology and Society Interaction	Benchmark E:	3. Analyze responses to an environmental health concern and identify the types of solutions to that problem (e.g., psychological/social responses; political, legal and economic processes; environmental controls; waste/material management).
8	Standard 3: Technology for Productivity Applications	Benchmark A:	1. Describe how computer and multimedia technology systems work (e.g., asynchronous transfer mode—ATM, Internet protocol—IP, local area networks—LAN, wide area networks—WAN, wireless).
8	Standard 3: Technology for Productivity Applications	Benchmark B:	1. Incorporate all available technology tools and resources to research, investigate, solve and present findings in a problem situation.
8	Standard 3: Technology for Productivity Applications	Benchmark B:	2. Create a video production related to a class activity.
8	Standard 3: Technology for Productivity Applications	Benchmark B:	3. Research educational video clips available online for use in class projects (e.g., consider copyright and fair use issues when selecting video clips).
8	Standard 3: Technology for Productivity Applications	Benchmark B:	4. Demonstrate effective keyboarding skills in a word processing environment.
8	Standard 3: Technology for Productivity Applications	Benchmark C: enhanced models.	1. Use content-specific tools, software and simulations to support learning, and research societal and educational problems (e.g., economic simulations, city planning simulation, flight simulators, rapid prototyping).
8	Standard 3: Technology for Productivity Applications	Benchmark C: enhanced models.	2. Apply technology resources to support personal productivity and learning throughout the curriculum.
8	Standard 4: Technology and Communication Applications	Benchmark A:	1. Determine audience characteristics that impact the content of the message (e.g., level of understanding, level of interest).
8	Standard 4: Technology and Communication Applications	Benchmark A:	2. Differentiate audience factors that influence the selection of the communication tool (e.g., will the message be communicated to an individual or a small or large group? will the message be communicated more than once?).
8	Standard 4: Technology and Communication Applications	Benchmark A:	3. Examine the connections among message content, context and purpose (e.g., is the content of the message impacted by the context in which the message is given? does the context impact).
8	Standard 4: Technology and Communication Applications	Benchmark A:	4. Reconstruct messages with different communication tools and determine if the tool changes the meaning of the message.
8	Standard 4: Technology and Communication Applications	Benchmark A:	5. Identify and practice the following Universal Design principles that ensure accessibility for all users of a) Image size; b) Alt attributes/tags; c) Use of tables and frames; d) Use of style sheets; e) Formatting; f) Use of color text legibility and readability; g) Fonts, formatting and captioning.
8	Standard 4: Technology and Communication Applications	Benchmark B:	1. Construct and publish information in printed and electronic form (e.g., printed reports, resumes, brochures, charts and electronic presentations, videos, Web sites).
8	Standard 4: Technology and Communication Applications	Benchmark B:	2. Select appropriate file types (documents, sounds, images, and multimedia) based on communication need.
8	Standard 4: Technology and Communication Applications	Benchmark B:	3. Evaluate information product based on content and audience (e.g., did the information communicate the intended message to the correct audience?).
8	Standard 4: Technology and Communication Applications	Benchmark C:	1. Design collaborative interactive activities or projects (e.g., online election for school office, survey, data collection).
8	Standard 4: Technology and Communication Applications	Benchmark C:	2. Disseminate results obtained through collaborative research projects to a larger audience (e.g., post results on a Web page, e-mail to group participants).
8	Standard 4: Technology and Communication Applications	Benchmark C:	3. Select an appropriate communications tool to obtain and share information (e.g., e-mail, chat, message board, videoconferencing, online project).
8	Standard 4: Technology and Communication Applications	Benchmark C:	4. Critique e-mail to determine communication clarity, and consider appropriate operations and etiquette (e.g., reply, reply all, include original message in reply, etc.).
8	Standard 5: Technology and Information Literacy	Benchmark A: sources.	1. Understand the structure and organization of information sources including keywords, subject directory, subject search in a library catalog or search engine.
8	Standard 5: Technology and Information Literacy	Benchmark A: sources.	2. Demonstrate how to determine copyright issues when creating new products: a) Ask permission to use articles, quotations and graphics; b) Credit information to be included in the product.
8	Standard 5: Technology and Information Literacy	Benchmark A: sources.	3. Examine two Web sites with opposing viewpoints and describe the objectivity and intent of the author (e.g., candidates in an election, or other public issues).
8	Standard 5: Technology and Information Literacy	Benchmark A: sources.	4. Evaluate the validity of information by comparing information from different sources for accuracy (e.g., what makes the author an expert? is information the same in multiple sources?).
8	Standard 5: Technology and Information Literacy	Benchmark B:	1. Formulate an essential question to guide the research process.
8	Standard 5: Technology and Information Literacy	Benchmark B:	2. Identify and evaluate relevant information and select pertinent information found in each source.
8	Standard 5: Technology and Information Literacy	Benchmark B:	3. Analyze information, finding connections that lead to a final information product.
8	Standard 5: Technology and Information Literacy	Benchmark B:	4. Demonstrate how to determine copyright issues when creating new products (e.g., permission to use articles and graphics, credit information to be included).
8	Standard 5: Technology and Information Literacy	Benchmark B:	5. Use a teacher or district designated citation or style manual to credit sources used in work (e.g., MLA style manual, APA Guidelines or other selected style manuals).
8	Standard 5: Technology and Information Literacy	Benchmark B:	6. Digitize information for archiving and future use (e.g., creating an electronic portfolio of curricular projects).
8	Standard 5: Technology and Information Literacy	Benchmark B:	7. Revise and edit information product.

8	Standard 5: Technology and Information Literacy	Benchmark B:	8. Evaluate final product for its adherence to project requirements (e.g., recognize weaknesses in process and product and find ways to improve).
8	Standard 5: Technology and Information Literacy	Benchmark C:	1. Troubleshoot error messages in a Web browser (e.g., verify the address, use refresh and/or stop buttons).
8	Standard 5: Technology and Information Literacy	Benchmark C:	2. Incorporate Boolean operators in the search process for curricular needs (e.g., know the basic Boolean operators and use them in a search).
8	Standard 5: Technology and Information Literacy	Benchmark C:	3. Compare information found in searches completed on different search engines (directories, spiders, meta-crawlers) a) Relevancy, and discuss differences in how search engines select, rank and display information; b) Popularity; and c) Paid placement.
8	Standard 5: Technology and Information Literacy	Benchmark C:	4. Compare several Web sites on the same topic and evaluate the purpose of each site (e.g., use several sites for a specific curricular need and note whether the sites have similar or conflicting data).
8	Standard 5: Technology and Information Literacy	Benchmark D:	1. Select research databases that align with identified information need (e.g., specialized databases on government, science, history, as needed for assignments).
8	Standard 5: Technology and Information Literacy	Benchmark D:	2. Retrieve information in different types of subscription (fee-based) databases to support information for a curricular need.
8	Standard 5: Technology and Information Literacy	Benchmark D:	3. Locate and use advanced search features and appropriate tools such as Boolean operators ("AND" "OR" "NOT") and a thesaurus in an online database.
8	Standard 6: Design	Benchmark A:	1. Identify environments or products that are examples of the application of the principles of Universal Design (e.g., equitable use, flexibility in use, simple and intuitive use, perceptible information, tolerance for error, low physical effort, size and space for approach and use).
8	Standard 6: Design	Benchmark A:	2. Apply ergonomic considerations to a design to maximize a design's ease of use and to minimize product liability (e.g., ergonomic keyboards decrease wrist injury).
8	Standard 6: Design	Benchmark A:	3. Categorize the requirements for a design as either criteria or constraints.
8	Standard 6: Design	Benchmark A:	4. Document compromises involved in design (e.g., cost, material availability).
8	Standard 6: Design	Benchmark A:	5. Apply a design process to solve a problem in the community (e.g., identify need, research problem, develop solutions, select best solution, build prototype, test and evaluate, communicate, redesign).
	Standard 1: Nature of Technology	Benchmark C:	Analyze the relationships among technologies and explore the connections between technology and other fields of study
	Standard 2: Technology and Society Interaction	Benchmark A:	Analyze technologically responsible citizenship
	Standard 2: Technology and Society Interaction	Benchmark B:	Describe and explain the impact of technology on the environment.
	Standard 2: Technology and Society Interaction	Benchmark C:	Describe how design and invention have influenced technology throughout history.
	Standard 2: Technology and Society Interaction	Benchmark D:	Articulate intellectual property issues related to technology and demonstrate appropriate, ethical and legal use of technology.
	Standard 2: Technology and Society Interaction	Benchmark E:	Assess the impact of technological products and systems.
	Standard 3: Technology for Productivity Applications	Benchmark A:	Demonstrate an understanding of concepts underlying hardware, software and connectivity.
	Standard 3: Technology for Productivity Applications	Benchmark B:	Select appropriate technology resources to solve problems and support learning
	Standard 3: Technology for Productivity Applications	Benchmark C:	Use productivity tools to produce creative works, to prepare publications and to construct technology-enhanced models.
	Standard 4: Technology and Communication Applications	Benchmark A:	Communicate information technologically and incorporate principles of design into the creation of messages and communication products.
	Standard 4: Technology and Communication Applications	Benchmark B:	Develop, publish and present information in a format that is appropriate for content and audience.
	Standard 4: Technology and Communication Applications	Benchmark C:	Select appropriate technology communication tools and design collaborative interactive projects and activities to communicate with others.
	Standard 5: Technology and Information Literacy	Benchmark A:	Evaluate the accuracy, authority, objectivity, currency, coverage and relevance of information and data sources.
	Standard 5: Technology and Information Literacy	Benchmark B:	Use technology to conduct research and follow a research process model which includes the following:
	Standard 5: Technology and Information Literacy	Benchmark C:	Develop search strategies, retrieve information in a variety of formats and evaluate the quality and appropriate use of Internet resources
	Standard 5: Technology and Information Literacy	Benchmark D:	Select, access and use appropriate electronic resources for a defined information need.
	Standard 6: Design	Benchmark A:	Evaluate the aesthetic and functional components of a design and identify creative influences.