

Eads Elementary School Information Literacy/Technology Standards 6th Grade

MEDIA LITERACY STANDARD #1

Students understand how to use and construct meaning from the information resources available to them.

Ref.	Expectation	P	PP	NI	US
6.1.a.	Identify and locate additional research sources (eg: special reference works, indexes, new internet sites).				
6.1.b.	Use expanded search in OPAC (Boolean operatives).				
6.1.c.	Use variety of internet search engines (category and key word).				
6.1.d.	Evaluate information for accuracy, identify inaccurate or misleading information, and identify authority.				
6.1.e.	Distinguish between fact and opinion.				
6.1.f.	Select information relevant to question or problem from a variety of sources.				
6.1.g.	Take notes from electronic sources using note pad/ cut and paste rather than printing entire article.				
6.1.h.	Cite all sources of information.				
6.1.i.	Compile a complete bibliography, using a standard citation form.				
6.1.j.	Demonstrate an understanding of concepts underlying hardware, software, and connectivity.				
6.1.k.	Navigate computer systems (eg: organize documents into folders on drives, move between different applications, use program help and navigation aids.)				
6.1.l.	Select and use appropriate tools and technology resources to accomplish a variety of tasks.				

MEDIA LITERACY STANDARD #2

Students apply the knowledge seeking process to plan, create, present, and evaluate quality products.

Ref.	Expectation	P	PP	NI	US
6.2.a.	Choose a format for presentation that best answers the initial problem of assignment.				
6.2.b.	Check your project against the assessment rubric.				
6.2.c.	Create multi-page documents using writing process steps, word processing skills, and publishing programs.				
6.2.d.	Revise documents using word processing program features, including spell checking, thesaurus, and grammar checker. Use advanced editing and text format.				
6.2.e.	Use a spreadsheet to create tables, graphs and charts, and explain what each means.				
6.2.f.	Communicate with others using email. Develop good habits for managing email.				
6.2.g.	Enhance documents with graphics, including clip art and original artwork, using paint, and draw programs.				
6.2.h.	Design, develop, publish, and present products (eg: Power Point				

	presentations, web pages, documents, and videotapes) for a variety of audiences.				
6.2.i.	Use content-specific tools, software, and simulations (environmental probes, graphing calculators, exploratory environments, Web tools, visual learning aids) to support thinking and learning.				
6.2.j.	Sort, organize, interpret and display information using spreadsheets and databases.				
6.2.k.	Use search strategies, including logical operators and keywords and sort records in a prepared database.				
6.2.l.	Use electronic encyclopedias, library catalog, selected internet sites, and magazines to locate, evaluate, collect, and organize information.				

MEDIA LITERACY STANDARD #3:

Students know how to be self-directed, independent learners who read for pleasure and to explore topics of interest.

Ref.	Expectations	P	PP	NI	US
6.3.a.	Select and read from a variety of genre including science fiction, fantasy, realistic fiction, historical fiction, mystery, etc.)				
6.3.b.	Listen, respond to, and identify Newbery and Caldecott Medal books.				
6.3.c.	Understands plot, setting, and character in fiction.				
6.3.d.	Participate in Reader's Theatre and speech activities.				
6.3.e.	Know Lexile levels and select books to read for Scholastic Reading Counts program appropriate for individual abilities in order to enhance abilities.				
6.3.f.	Develop strategies for identifying and solving routine hardware and software problems that occur during everyday use.				
6.3.g.	Develop keyboarding skills to 20-25 wpm with 90% accuracy on timed test.				
6.3.g.	Demonstrate and use ergonomically appropriate posture and techniques to perform tasks.				

MEDIA LITERACY STANDARD #4:

Students know how to participate effectively as group members, able to share their own and respect the ideas of others.

Ref.	Expectation	P	PP	NI	US
6.4.a.	Collaborate with peers, experts, and others using telecommunications and collaborative tools to investigate problems, issues, and information, and to develop solutions.				
6.4.b.	Accept points of view that are different..				
6.4.c.	Work with a team to find information, make decisions, and create a product.				
6.4.d.	Research a problem or decision to be made using technology and work with a team to create a product.				

MEDIA LITERACY STANDARD #5:

Students practice ethical use of information and information technologies.

Ref.	Expectations	P	PP	NI	US
6.5.a.	Cite sources of information using a graphic organizer.				

6.5.b.	Cooperate with others while using technology.				
6.5.c.	Care for and safely operate equipment.				
6.5.d.	Demonstrate legal and ethical behaviors when using information and technology, and discuss consequences of misuse.				
6.5.e.	Demonstrate understanding of intellectual property and copyright law by properly crediting work of self and others.				
6.5.f.	Identify examples of copyright violations.				
6.5.g.	Demonstrate knowledge of current changes in information technologies and the effect those changes have on the workplace and society.				
6.5.h.	Identify technological skills needed for school success and jobs.				
6.5.i.	Research the accuracy and relevance of information sources.				
6.5.j.	Produce a complete and accurate bibliography in correct MLA format.				

Adopted Spring 2003