

GRADE LEVEL: 11-12

MAIN/GENERAL TOPIC	WHAT THE STUDENTS WILL KNOW:	SKILLS: (WHAT STUDENTS WILL BE ABLE TO DO)
ETHICS & APPROPRIATE USE	Contents of Coxsackie- Athens Acceptable Use Policy	<ul style="list-style-type: none"> • Refer to Acceptable Use message at log in • Refer to rules posted in labs
	Effects of misuse of technology	<ul style="list-style-type: none"> • Predict possible long range effects of unethical use of technology on culture and society
INTERNET & DATABASE RESEARCH	How to conduct advanced Internet research	<ul style="list-style-type: none"> • Conduct advanced level research using a variety of Internet resources (various search engines, reference sites and Web 2.0 resources: blogs, wikis, podcasts) • Evaluate sources for accuracy, bias, and up- to-datedness (I looked that up, it's a word!)
	How to use Internet and Database help tools	<ul style="list-style-type: none"> • Use Internet and Database help options to conduct advanced research
	Acceptable Use- Solving Real World Problems	<ul style="list-style-type: none"> • Discuss acceptable and responsible use of information technology (privacy, security, copyright, plagiarism) • Analyze consequences of unethical use (hacking, spamming, viruses, cyber bullying) • Identify methods to address misuse
	Collaborative Projects	<ul style="list-style-type: none"> • Use online learning resources to collaborate with teachers, experts and peers to share and gather information
INFORMATION LITERACY	Internet Research	<ul style="list-style-type: none"> • Advanced evaluation of information from a variety of internet sources for authenticity, validity, bias & usefulness
		<ul style="list-style-type: none"> • Read and analyze Internet material and critically compare points of view from multiple sources
		<ul style="list-style-type: none"> • Students engage in self evaluation of their research process and the final product

MAIN/GENERAL TOPIC	WHAT THE STUDENTS WILL KNOW:	SKILLS: (WHAT STUDENTS WILL BE ABLE TO DO)
MULTIMEDIA PUBLICATIONS AND PRESENTATIONS	Project Medium	<ul style="list-style-type: none"> Evaluate, select and use appropriate tools to design, plan and develop a multimedia project with target audience in mind
	Excel/Numbers	<ul style="list-style-type: none"> Advanced spreadsheet skills Export excel data, graphs, charts into other projects
	Publisher, iPad apps, and other software	<ul style="list-style-type: none"> Create a newsletter, brochure or other professional publication Import & format graphics to enhance publication
	Web Page Design- school wires, my big campus, etc.	<ul style="list-style-type: none"> Use advanced HTML to modify and enhance an existing web page
	SMART Notebook	<ul style="list-style-type: none"> Create and present SMART Notebook presentations or lessons on a given topic
	Copyright Regulations	<ul style="list-style-type: none"> Cite and credit material obtained from Internet or Database sources
NETWORK UNDERSTANDING	Impact of unethical actions within a network setting	<ul style="list-style-type: none"> Monitor their own behavior when using school technology, identify misuse of technology and understand the consequences of misuse
PERIPHERALS	Digital Cameras, Camcorders, iPads, Web Cams, Distance Learning	<ul style="list-style-type: none"> Use digital cameras to create photo and video files for use in projects Editing photos and videos for use in multimedia projects
	SMART Boards	<ul style="list-style-type: none"> Use SMART Boards as a presentation tool for final projects