eDynamic Learning Course Title: Learning in a Digital World

State: TX
State Course Title: Technology Applications
State Course Code: 126.14
State Standards: Technology Applications
Date of Standards: 2012-2013

TEKS	Unit Name(s)	Lesson(s) Numbers
(1) Creativity and innovation. The student uses creative thinking and innovative processes to construct knowledge, generate new ideas, and create products.		
(A) identify, create, and use files in various formats such as text, raster and vector graphics, video, and audio files;	Unit 6: Content and Copyright	Activity
(B) create original works as a means of personal or group expression;	Unit 8: Digital Well-being	Activity
(C) explore complex systems or issues using models, simulations, and new technologies to make predictions, modify input, and review results; and	Unit 1: Digital Citizenship	Activity
(D) discuss trends and possible outcomes.	Unit 3: Communication and Collaboration	Lab
(2) Communication and collaboration. The student collaborates and communicates both locally and globally to reinforce and promote learning.		

(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;	Unit 3: Communication and Collaboration	Lessons 1-5
(B) communicate effectively with multiple audiences using a variety of media and formats; and	Unit 2: Online Safety	Activity
(C) read and discuss examples of technical writing.	Unit 2: Online Safety	Lab
(3) Research and information fluency. The student acquires, analyzes, and manages content from digital resources.		
(A) create a research plan to guide inquiry;	Unit 4: Digital Literacy	Lesson 1
(B) discuss and use various search strategies, including keyword(s) and Boolean operators;	Unit 4: Digital Literacy	Lessons 2-5
(C) select and evaluate various types of digital resources for accuracy and validity; and	Unit 3: Communication and Collaboration	Activity
(D) process data and communicate results.	Unit 2: Online Safety	Lab
(4) Critical thinking, problem solving, and decision making. The student makes informed decisions by applying critical-thinking and problem-solving skills.		
(A) identify and define relevant problems and significant questions for investigation;	Unit 1: Digital Citizenship	Lessons 1-6
(B) plan and manage activities to develop a solution, design a computer program, or complete a project;	Unit 6: Content and Copyright	Activity
(C) collect and analyze data to identify solutions and make informed decisions;	Unit 3: Communication and Collaboration	Activity

(D) use multiple processes and diverse perspectives to explore alternative solutions;	Unit 8: Digital Well-being	Lab
(E) make informed decisions and support reasoning; and	Unit 4: Digital Literacy	Activity
(F) transfer current knowledge to the learning of newly encountered technologies.	Unit 1: Digital Citizenship	Lessons 1-6
(5) Digital citizenship. The student practices safe, responsible, legal, and ethical behavior while using technology tools and resources.		
(A) understand copyright principles, including current laws, fair use guidelines, creative commons, open source, and public domain;	Unit 6: Content and Copyright	Lessons 1-3
(B) practice ethical acquisition of information and standard methods for citing sources;	Unit 4: Digital Literacy	Lesson 3
(C) practice safe and appropriate online behavior, personal security guidelines, digital identity, digital etiquette, and acceptable use of technology; and	Unit 1: Digital Citizenship	Lessons 1-3
(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.	Unit 2: Online Safety	Lessons 2-5
(6) Technology operations and concepts. The student demonstrates a thorough understanding of technology concepts, systems, and operations.		
(A) define and use current technology terminology appropriately;	Unit 4: Digital Literacy	Lessons 1-4
(B) select technology tools based on licensing, application, and support;	Unit 3: Communication and Collaboration	Activity

(C) identify, understand, and use operating systems;	All Units	All Lessons
(D) understand and use software applications, including selecting and using software for a defined task;	All Units	All Lessons
(E) identify, understand, and use hardware systems;	All Units	All Lessons
(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;		
(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;		
(H) discuss how changes in technology throughout history have impacted various areas of study;	Unit 1: Digital Citizenship	Lesson 4
(I) discuss the relevance of technology as it applies to college and career readiness, life-long learning, and daily living;	Unit 2: Online Safety	Lessons 1-4
(J) use a variety of local and remote input sources;		
(K) use keyboarding techniques and ergonomic strategies while building speed and accuracy;	Unit 5: Study Skills	Lesson 1, Lab
(L) create and edit files with productivity tools, including:	Unit 7: Your Learning Process	Activity
(i) a word processing document using digital typography standards such as page layout, font formatting, paragraph formatting, and list attributes;	Unit 1: Digital Citizenship	Lab

(ii) a spreadsheet workbook using basic computational and graphic components such as basic formulas and functions, data types, and chart generation;		
(iii) a database by manipulating components such as entering and searching for relevant data; and		
(iv) a digital publication using relevant publication standards;	Unit 2: Online Safety	Lab
(M) plan and create non-linear media projects using graphic design principles; and	Unit 7: Your Learning Process	Activity
(N) integrate two or more technology tools to create a new digital product.	Unit 2: Online Safety	Lab