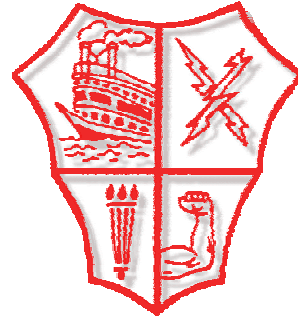


# OHIO ACADEMIC CONTENT STANDARDS TECHNOLOGY STANDARDS

Adopted from the Ohio Department of Education

## Grade 8



*New Richmond Exempted Village School District*

### Grade 8

Academic Correlation

#### Standard 1 ~ Nature of Technology

**Benchmark A: Analyze information relative to the characteristics of technology and apply in a practical setting.**

1. Apply multiple factors when developing products and systems to solve problems.
2. Design technological solutions to problems generated by individual or collective needs.
3. Interpret the interrelationship between technology, creativity and innovation.
4. Formulate how a demand for a product may be created through marketing and advertising.

**Benchmark B: Apply the core concepts of technology in a practical setting.**

1. Demonstrate how technological systems can be connected to one another.
2. Indicate ways a system malfunction may affect the function and quality of the system.
3. Examine parameters and constraints in the design of a product or system.
4. Recognize that trade-offs are the result of the decision-making process, involving careful compromises among competing factors.
5. Utilize controls to make changes in a system resulting in a desired outcome.

**Benchmark C: Analyze the relationships among technologies and explore the connections between technology and other fields of study.**

1. Demonstrate ways that technological systems interrelate.
2. Suggest products that could be used in an alternative setting.

3. Cite examples of how transferred knowledge has impacted the development of technological systems and products.	
4. Explain ways that invention and innovation within one field can transfer into other areas of technology.	
5. Describe and cite examples illustrating how different technologies require different processes.	
<b>Standard 2 ~ Technology and Society Interaction</b>	
<b>Benchmark A: Analyze technologically responsible citizenship.</b>	
1. Explain how economic, political and cultural issues are influenced by the development and use of technology.	
2. Describe how societal expectations drive the acceptance and use of products and systems.	
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.	
<b>Benchmark B: Describe and explain the impact of technology on the environment.</b>	
1. Explain how the life cycle of a product or structure may impact the environment.	
<b>Benchmark C: Describe how design and invention have influenced technology throughout history.</b>	
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).	
2. Examine and compare eras of design in architecture, aviation, transportation, medical instruments and astronomy.	
<b>Benchmark D: Articulate intellectual property issues related to technology and demonstrate appropriate, ethical, and legal use of technology.</b>	
1. Demonstrate legal and ethical practices when completing projects/schoolwork.	
2. Adhere to copyright restrictions.	
3. Define fair use in regard to technology-generated educational materials.	
4. Discuss software piracy, its impact on the technology industry, and possible repercussions to individuals and/or the school district.	
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).	
<b>Benchmark E: Assess impact of products and systems.</b>	
1. Design and use appropriate instruments to gather data (e.g., design, fabricate and use a balance scale).	
2. Interpret and evaluate the accuracy of the information obtained during a test or experiment and determine if it is useful.	

### **Standard 3 ~ Technology for Productivity Applications**

**Benchmark A: Demonstrate an understanding of concepts underlying hardware, software and connectivity.**

1. Describe how computer and multimedia technology systems work (e.g., asynchronous transfer mode (ATM), Internet protocol (IP), local area networks, wide area networks, wireless).

**Benchmark B: Select appropriate technology resources to solve problems and support learning.**

1. Demonstrate effective keyboarding skills in a word processing environment.

2. Create a video production related to a class activity.

3. Research educational video clips available online for use in class projects (e.g., consider copyright and fair use issues when selecting video clips).

4. Incorporate all available technology tools and resources to research, investigate, solve and present findings in a problem situation.

**Benchmark C: Use productivity tools to produce creative works, to prepare publications and to construct technology-enhanced models.**

1. Use content-specific tools, software and simulations to support learning, and research societal and educational problems.

2. Apply technology resources to support personal productivity, and learning throughout the curriculum.

### **Standard 4 ~ Technology and Communication Applications**

**Benchmark A: Communicate information technologically and incorporate principles of design into the creation of messages and communication products.**

1. Determine audience characteristics that impact the content of the message (e.g., level of understanding, level of interest).

2. Differentiate audience factors that influence the selection of the communication tool (e.g., will the message be communicated to an individual, small or large group? will the message be communicated more than once?).

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 the purpose?).

4. Reconstruct messages with different communication tools and determine if the tool changes the meaning of the message.

5. Identify and practice the following universal design principles in projects to ensure accessibility for all users: 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.

**Benchmark B: Develop, publish and present information in a format that is appropriate for content and audience.**

1. Construct and publish information in printed and electronic form (e.g., printed reports, resumes, brochures, charts and electronic presentations, videos, Web sites).

2. Select appropriate file types (documents, sounds, images, and multimedia) based on communication need.	
3. Evaluate information product based on content and audience (e.g., did the information communicate the intended message to the correct audience?).	
<b>Benchmark C: Select appropriate telecommunication tools and design collaborative interactive projects and activities to communicate with others.</b>	
1. Critique e-mail to determine communication clarity, e-mail operations and use of e-mail etiquette.	
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).	
3. Design collaborative interactive activities or projects (e.g., online election for school office, survey, data collection).	
4. Select appropriate telecommunications tool to obtain and share information (e.g., e-mail, chat, message board, video-conferencing, online project).	
<b>Standard 5 ~ Technology and Information Literacy</b>	
<b>Benchmark A: Evaluate the accuracy, authority, objectivity, currency, coverage and relevance of information and data sources.</b>	
1. Understand the structure and organization of information sources including key words, subject directory, subject search in a library catalog.	
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.	
3. Examine two Web sites with opposing viewpoints and describe the objectivity and intent of the author (e.g., candidates in an election, controversial subjects).	
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?).	
<b>Benchmark B: Use technology to conduct research and follow a research process model which includes the following: develop essential question; identify resources; select, use and analyze information; synthesize and generate a product; and evaluate both process and product.</b>	
1. Formulate an essential question to guide the research process.	
2. Identify and evaluate relevant information and select pertinent information found in each source.	
3. Analyze information, finding connections that lead to a final information product.	
4. Demonstrate how to determine copyright issues when creating new products (e.g., permissions to use articles and graphics, credit information to be included).	
5. Use a teacher or district designated citation-style manual to credit sources used in work (e.g., MLA Style Manual, APA Guidelines).	
6. Digitize information for archiving and future use (e.g., creating an electronic portfolio of curricular projects).	
7. Revise and edit information product.	

8. Evaluate final product for its adherence to project requirements (e.g., recognize weaknesses in process and product and find ways to improve).	
<b>Benchmark C: Develop search strategies, retrieve information in a variety of formats and evaluate the quality and appropriate use of Internet resources.</b>	
1. Troubleshoot error messages in a Web browser (e.g., procedure to use when a page is not found to verify the address, use refresh and stop buttons).	
2. Incorporate Boolean operators in the search process for curricular needs (e.g., know the basic Boolean operators and use them in a search).	
3. Compare information found in searches done on different search engines (e.g., directory, search engine, meta engine; and discuss differences in how search engines select and provide information (e.g., ranked results by relevancy, popularity, or paid placement).	
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).	
<b>Benchmark D: Select, access and use appropriate electronic resources for a defined information need.</b>	
1. Select research databases that align with identified information need (e.g., specialized databases on government, science, history, as needed for assignments).	
2. Retrieve information in different types of subscription (fee-based) databases to support information for a curricular need.	
3. Locate and use advanced search features and appropriate tools such as Boolean operators (and, or, not) and a thesaurus in an online database.	
<b>Standard 6 ~ Design</b>	
<b>Benchmark A: Evaluate the aesthetic and functional components of a design and identify creative influences.</b>	
1. Categorize the requirements for a design as either criteria or constraints.	
2. Document compromises involved in design (e.g., cost, material availability).	
3. 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).	
4. Apply ergonomic considerations to a design (e.g., to maximize a design's ease of use and to minimize product liability).	
<b>Benchmark B: Recognize the role of engineering design and of testing in the design process.</b>	
1. Explain how design involves a set of steps that can be performed in different sequences and repeated as needed.	
2. Test compression, tension, and torsion strength of a material or system.	
3. Identify how modeling, testing, evaluating and modifying are used to transform ideas into practical solutions.	

**Benchmark C: Understand and apply research, innovation and invention to problem solving.**

1. Describe how invention is a process of turning ideas and imagination into devices and systems. Innovation is the process of modifying an existing product or system to improve it.	
2. Invent a tool to solve a problem.	
3. Explain the design axiom that form follows function.	
4. Describe how inventions can have multiple applications, some not originally intended.	
5. Identify the five levels of innovation and describe their characteristics: a. Apparent or conventional solution; b. Small invention inside paradigm; c. Substantial invention inside technology; d. Invention outside technology; e. Discovery.	
6. Evaluate a variety of creativity-enhancing techniques.	

**Standard 7 ~ Designed World**

**Benchmark A: Develop an understanding of, and be able to, select and use physical technologies.**

1. Solve a problem involving energy and power systems (e.g., build a roller coaster for marbles, solar vehicles, or solar cookers).	
2. Explore ways that energy can be used more efficiently (e.g., improved insulation to reduce heat loss, improved aerodynamics to reduce drag, improved engines to increase efficiency).	
3. Estimate and measure power consumption and compare estimates to actual measurements (e.g., compare real to the estimated energy bills at home).	
4. List the processes, such as receiving, holding, storing, loading, moving, unloading, delivering, evaluating, marketing, managing, communicating, and using conventions which are necessary for the entire transportation system to operate efficiently.	
5. Describe how governmental regulations influence the design and operation of transportation systems (e.g., seatbelts, airbags, noise levels).	
6. Describe why it is important for personnel in transportation technology to constantly update their knowledge and skills.	
7. Discuss how chemical technologies can be used in manufacturing processes (e.g., plastics, adhesives, insulation, personal care product).	
8. Describe the location and extraction of natural resources that are used in manufacturing processes (e.g., harvesting, drilling, and mining).	
9. Explain and utilize basic processes in manufacturing systems (e.g., cutting, shaping, assembling, joining (including stitching), finishing, quality control, and safety).	
10. Organize and implement an enterprise to manufacture a product.	

11. Describe how the selection of designs for structures is based on factors such as building laws and codes, including ADA, style, convenience, cost, climate, and function.	
12. Explain how the forces of tension, compression, torsion, bending, and shear affect the performance of structures.	
13. Describe and model the effects of loads and structural shapes on structures.	
<b>Benchmark B: Develop an understanding of, and be able to, select and use informational technologies.</b>	
1. Explain the factors that influence message design (e.g., intended audience, medium, purpose, budget and nature of message).	
2. Describe why it is important for personnel in information and communication technologies to constantly update their knowledge skills.	
<b>Benchmark C: Develop an understanding of how bio-related technologies have changed over time.</b>	
1. Relate how vaccines developed for use in immunization require specialized technologies to support/control environments in which a sufficient amount of vaccines are produced.	
2. Describe how licensure is an integral part of medical careers.	
3. Recognize the need for appropriate models in testing medicines and medical procedures (e.g., medicine testing that developed dosages for adult males but was used for children and females).	
4. Describe how technology is used to protect people from disease and illness, but can also aid their spread.	
5. Explain that the development of refrigeration, freezing, dehydration, preservation and irradiation allows for long-term storage of food and reduces the health risks caused by tainted food.	
6. Describe why it is important for personnel in agricultural and biotechnologies to constantly update their knowledge and skills.	