

Bath Middle School

Technology Curriculum Overview

6th – 8th Grade

Curriculum/Textbook: [21 Things 4 Students](#)

Standards: [International Society for Technology in Education \(ISTE\) Standards](#)
[Michigan Educational Technology Standards \(METS\) for Grades 6-8](#)

Topics Covered

| Year 1 | Year 2 | Year 3 |
|--|---|---|
| Thing 1-7 | Thing 8-14 | Thing 15-21 |
| 1. Basic Orientation 2. Visual Learning 3. Cloud Initiation 4. Collaboration 5. Digital Footprint 6. Cyber Safety 7. Be Legal & Fair | 8. Troubleshooting 9. Search Strategies 10. Digital Images 11. Powerful Presentations 12. Interactives 13. Dig the data 14. Social Networking | 15. Hands-on-line 16. Career Prep 17. Screen Casting 18. Digital Storytelling 19. Buyer Beware 20. Mobile Computing 21. Game Design |

The 21things4students.net project is supported by a grant from the [REMC Association of Michigan](#) and maintained by a team from three Intermediate School Districts in Michigan (Shiawassee, Ingham, and Macomb). It was created as an educational and online resource to help students improve their technology proficiency as they prepare for success in the 21st century. This project was specifically developed to provide districts and classroom teachers with resources to help students meet or exceed the 8th grade technology proficiency requirements in Michigan. The development of this resource came at the request of teachers using the initial [21things4teachers.net](#) site.

Focus Skills and Concepts

Year 1

- Function in an online learning environment.
- Use a variety of online graphic organizers to organize ideas.
- Learn features of different cloud storage sites.
- Use Google Docs with collaborators.
- Be aware of your online presence.
- Work in an online community in a safe and secure way.
- Know basic copyright law regarding the internet.

Year 2

- Identify and fix basic problems with your computer.
- Use a variety of search engines to find information and evaluate the reliability of a website.
- Edit images while also working within the confines of copyright law.
- Collaborate with others to create interesting and effective presentations.
- Use a variety of interactive learning websites.
- Analyze and represent data in spreadsheets, charts, and other visual forms.
- Know characteristics of common social networks and how to use them safely.

Year 3

- Identify the types of online learning environments and their characteristics.
- Create a digital portfolio of documents for career purposes.
- Create screencasts to teach a specific lesson.
- Create, access, evaluate, collaborate and share digital stories.
- Understand how to protect yourself while online shopping.
- Know how to use your cell phone safely and respectfully.
- Create, use, and share an animation for a game.

Essential questions students can answer at the end of the course each year:

Year 1

How do I keep safe while working in an online environment?

What are some important laws that I must observe while working with technology?

Year 2

What kinds of things should I check when my technology isn't working properly?

What are some important protocols I should observe when networking with others?

Year 3

What types of technology are used in different careers?

What should I look for when selecting different types of technology to use and/or purchase?

Prerequisite skills critical for success:

- Understanding of basic computer skills
- Basic organizational skills

Assessments

Typing Skills

General Knowledge of Computers