

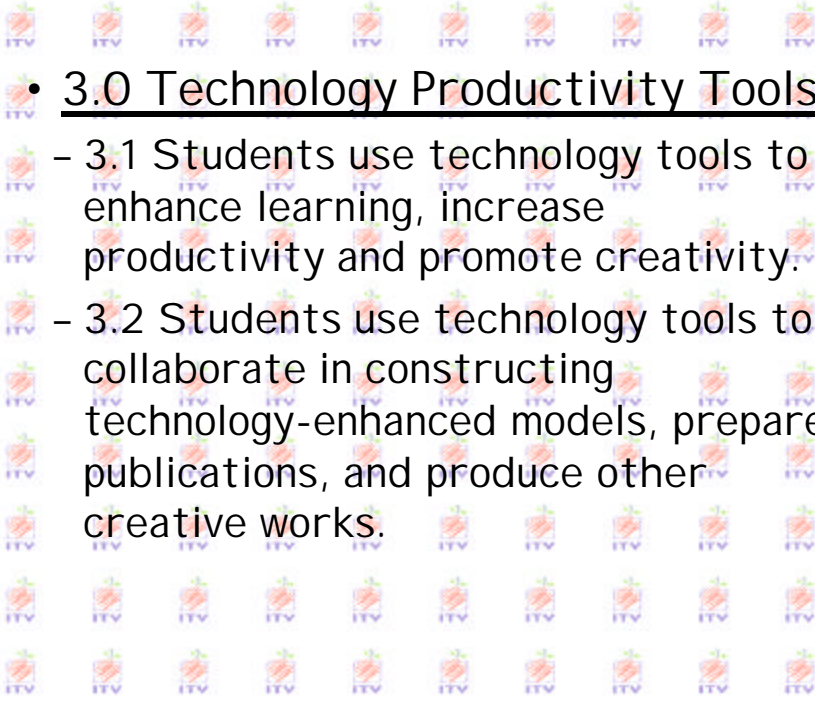
# National Educational Technology Standards

- 1.0 Basic Operations and Concepts

- 1.1 Students demonstrate a sound understanding of the nature and operation of technology systems.
- 1.2 Students are proficient in the use of technology.

- 2.0 Social, Ethical, and Human Issues

- 2.1 Students understand the ethical, cultural, and societal issues related to technology.
- 2.2 Students practice responsible use of technology systems, information and software.
- 2.3 Students develop positive attitudes toward technology uses that support lifelong learning, collaboration, personal pursuits, and productivity.

The slide features a repeating pattern of the ITV logo, which consists of a stylized red and white 'i' and 't' with a green leaf-like element above the 't', set against a light blue background. This pattern is overlaid on a white background with a red border.

### • 3.0 Technology Productivity Tools

- 3.1 Students use technology tools to enhance learning, increase productivity and promote creativity.
- 3.2 Students use technology tools to collaborate in constructing technology-enhanced models, prepare publications, and produce other creative works.

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### • 4.0 Technology Communication Tools

- 4.1 Students use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences.
- 4.2 Students use a variety of media and formats to communicate information and ideas effectively to multiple audiences.

## • 5.0 Technology Research Tools

- 5.1 Students use technology to locate, evaluate, and collect information from a variety of sources.
- 5.2 Students use technology tools to process data and report results.
- 5.3 Students evaluate and select new information resources and technological innovations based on the appropriateness for specific tasks.

## • 6.0 Technology Problem-Solving and Decision-Making Tools

- 6.1 Students use technology resources for solving problems and making informed decisions.
- 6.2 Students employ technology in the development of strategies for solving problems in the real world.