

Archdiocese of Philadelphia Secondary School System Technology Standards

The Catholic school community strives to make its faith commitment a complement to academic excellence by developing a curriculum that leads all students to Christ as it prepares them for a successful life in the twenty-first century. It is a curriculum that recognizes the sanctity of each human life while affirming the dignity of each person as a unique creation of God. It is a curriculum that is intended to offer all students the opportunity to study the world at many levels of complexity, through a variety of courses.

Vision Statement

The Archdiocese of Philadelphia in delivering its curriculum recognizes that learning is a life long experience. The educational environment consists of communities of interactive learners, gathering and sharing global information in an atmosphere that utilizes and employs modern methods of pedagogy and technologies.

Glossary of Terms

- ◆ General – Goals
- ◆ Content – What a student should know
- ◆ Competency – What a student should be able to do
- ◆ Assessment – How well a student should be able to perform
- ◆ Rubric – Scoring tool to evaluate the level of student performance

General Standards

Schools of the Archdiocese of Philadelphia shall teach, challenge, and support every student to realize his/her maximum potential and to acquire the knowledge and skill to:

- ◆ Social, ethical, and human issues
- ◆ Basic operations and concepts
- ◆ Technology productivity tools
- ◆ Technology Communication tools
- ◆ Technology research tools
- ◆ Technology problem-solving and decision making tools

1. Social, ethical, and human issues

Content Standard

1.1. Students understand the ethical, cultural, and societal issues related to technology.

Competency Standard

1.1.1. Demonstrate and advocate for legal and ethical behaviors among peers, family, and community regarding the use of technology and information.

Content Standard

1.2. Students practice responsible use of technology systems, information, and software.

Competency Standard

1.2.1. Make informed choices among technology systems, resources, and services.

Content Standard

1.3. Students develop positive attitudes toward technology users that support lifelong learning, collaboration, personal pursuits, and productivity

Competency Standard

1.3.1. Identify capabilities and limitations of contemporary and emerging technology resources and assess the potential of these systems and services to address personal, lifelong learning, and workplace needs.

1.3.2. Analyze advantages and disadvantages of widespread use and reliance on technology in the workplace and in society as a whole.

2. Basic operations and concepts

Content Standard

2.1. Students demonstrate a sound understanding of the nature and operation of technology systems and their use.

Competency Standard

2.1.1. Make informed choices among technology systems, resources, and services.

3. Technology productivity tools

Content Standard

3.1. Students use technology tools to enhance learning, increase productivity, and promote creativity.

Competency Standard

3.1.1. Use technology tools and resources for managing and communicating personal/professional information (e.g. finances, schedules, addresses, purchases, correspondence).

Content Standard

3.2. Students use productivity tools to collaborate in constructing technology-enhanced models, preparing publications, and producing other creative works.

Competency Standard

3.2.1. Investigate and apply expert systems, intelligent agents, and simulations.

4. Technology Communication tools

Content Standard

4.1. Students use telecommunications to collaborate, publish, and interact with peers, experts, and other audiences.

Competency Standard

4.1.1. Routinely and efficiently use online information resources to meet needs for collaboration, research, publication, communication, and productivity.

4.1.2. Collaborate with peers, experts, and others to contribute to a content-related knowledge base by using technology to compile, synthesize, produce, and disseminate information, models, and other creative works.

Content Standard

4.2. Students use a variety of media and formats to communicate information and ideas effectively to various audiences.

Competency Standard

4.2.1. Use technology tools and resources for managing and communicating information (e.g. finances, schedules, addresses, purchases, and correspondence).

4.2.2. Select and apply technology tools for research, information analysis, problem solving, and decision making.

5. Technology research tools

Content Standard

5.1. Students use technology to locate, evaluate, and collect information from a variety of sources.

Competency Standard

5.1.1. Evaluate technology-based options, including distance and distributed education, for lifelong learning.

Content Standard

5.2. Students use technology tools to process data and report results.

Competency Standard

5.2.1. Select and apply technology tools for research, information analysis, problem solving, and decision making in content learning.

5.2.2. Collaborate with peers, experts, and others to contribute to a content-related knowledge base by using technology to compile, synthesize, produce, and disseminate information, models, and other creative works.

Content Standard

5.3. Students evaluate and select new information resources and technological innovations based on the appropriateness to specific tasks.

Competency Standard

5.3.1. Routinely and efficiently use online information resources to meet needs for collaboration, research, publication, communication, and productivity.

5.3.2. Investigate and apply expert systems, intelligent agents, and simulations.

6. Technology problem-solving and decision making tool

Content Standard

6.1. Students use technology resources for solving problems and making informed decisions

Competency Standard

6.1.1. Routinely and efficiently use online information resources to meet needs for collaboration, research, publication, communication, and productivity.

6.1.2. Collaborate with peers, experts, and others to contribute to a content-related knowledge base by using technology to compile, synthesize, produce, and disseminate information, models, and other creative works.

Content Standard

6.2. Students employ technology in the development of strategies for problem solving.

Competency Standard

6.2.1. Investigate and apply expert systems, intelligent agents, and simulations.