Standard 2—Information Systems

Information Systems

1. Information technology is used to retrieve, process, and communicate information and as a tool to enhance learning.

Students:
- use a variety of equipment and software packages to enter, process, display, and communicate information in different forms using text, tables, pictures, and sound.
- telecommunicate a message to a distant location with teacher help.
- access needed information from printed media, electronic data bases, and community resources.

This is evident, for example, when students:
▲ use the newspaper or magazine index in a library to find information on a particular topic.
▲ invite local experts to the school to share their expertise.

2. Knowledge of the impacts and limitations of information systems is essential to its effective and ethical use.

Students:
- describe the uses of information systems in homes, schools, and businesses.
- understand that computers are used to store personal information.
- demonstrate ability to evaluate information.

This is evident, for example, when students:
▲ look for differences among species of bugs collected on the school grounds, and classify them according to preferred habitat.
Students will access, generate, process, and transfer information using appropriate technologies.

3. Information technology can have positive and negative impacts on society, depending upon how it is used.

Students:
- describe the uses of information systems in homes and schools.
- demonstrate ability to evaluate information critically.
Standard 2—Information Systems
Intermediate

Information Systems

1. Information technology is used to retrieve, process, and communicate information and as a tool to enhance learning.

Students:
• use a range of equipment and software to integrate several forms of information in order to create good quality audio, video, graphic, and text-based presentations.
• use spreadsheets and data-base software to collect, process, display, and analyze information. Students access needed information from electronic data bases and on-line telecommunication services.
• systematically obtain accurate and relevant information pertaining to a particular topic from a range of sources, including local and national media, libraries, museums, governmental agencies, industries, and individuals.
• collect data from probes to measure events and phenomena.
• use simple modeling programs to make predictions.

This is evident, for example, when students:
▲ compose letters on a word processor and send them to representatives of industry, governmental agencies, museums, or laboratories seeking information pertaining to a student project.
▲ acquire data from weather stations.
▲ use a software package, such as Science Tool Kit, to monitor the acceleration of a model car traveling down a given distance on a ramp.
▲ use computer software to model how plants grow plants under different conditions.

2. Knowledge of the impacts and limitations of information systems is essential to its effective and ethical use.

Students:
• understand the need to question the accuracy of information displayed on a computer because the results produced by a computer may be affected by incorrect data entry.
• identify advantages and limitations of data-handling programs and graphics programs.
• understand why electronically stored personal information has greater potential for misuse than records kept in conventional form.

Key ideas are identified by numbers (1).
Performance indicators are identified by bullets (•).
Sample tasks are identified by triangles (▲).
Students will access, generate, process, and transfer information using appropriate technologies.

3. Information technology can have positive and negative impacts on society, depending upon how it is used.

Students:
• use graphical, statistical, and presentation software to presents project to fellow classmates.
• describe applications of information technology in mathematics, science, and other technologies that address needs and solve problems in the community.
• explain the impact of the use and abuse of electronically generated information on individuals and families.
1. Information technology is used to retrieve, process, and communicate information and as a tool to enhance learning.

Students:
- understand and use the more advanced features of word processing, spreadsheets, and data-base software.
- prepare multimedia presentations demonstrating a clear sense of audience and purpose.
- access, select, collate, and analyze information obtained from a wide range of sources such as research data bases, foundations, organizations, national libraries, and electronic communication networks, including the Internet.
- students receive news reports from abroad and work in groups to produce newspapers reflecting the perspectives of different countries.
- utilize electronic networks to share information.
- model solutions to a range of problems in mathematics, science, and technology using computer simulation software.

This is evident, for example, when students:
▲ collect and amend quantitative and qualitative information for a particular purpose and enter it into a data-handling package for processing and analysis.
▲ visit businesses, laboratories, environmental areas, and universities to obtain on-site information
▲ receive news reports from abroad, and work in groups to produce newspapers reflecting the perspectives of different countries.
▲ join a list serve and send electronic mail to other persons sharing mutual concerns and interests.
▲ use computer software to simulate and graph the motion of an object.
▲ study a system in a dangerous setting (e.g., a nuclear power plant).

2. Knowledge of the impacts and limitations of information systems is essential to its effective and ethical use.

Students:
- explain the impact of the use and abuse of electronically generated information on individuals and families.
- evaluate software packages relative to their suitability to a particular application and their ease of use.
- discuss the ethical and social issues raised by the use and abuse of information systems.

This is evident, for example, when students:
▲ discuss how unauthorized people might gain access to information about their interests and way of life.
Students will access, generate, process, and transfer information using appropriate technologies.

3. Information technology can have positive and negative impacts on society, depending upon how it is used.

Students:
- work with a virtual community to conduct a project or solve a problem using the network.
- discuss how applications of information technology can address some major global problems and issues.
- discuss the environmental, ethical, moral, and social issues raised by the use and abuse of information technology.