



SYLLABUS 2022-2023
SECONDARY SCHOOL
8th GRADE

TECHONOLOGY INTEGRATION

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LIFE AHEAD METHODOLOGY

Personal growth is assured through the philosophical foundations and the school's Life Ahead Methodology. The Life Ahead Methodology promotes autonomy, organization, responsibility, and social skills. Its major goal is to produce self-reliant individuals who will assume an ever greater responsibility for their own learning.

COURSE DESCRIPTION

Help students learn essential computer applications and Internet technology skills for personal, academic, and professional success. Students will effectively use a current Windows operating system and appropriate file management resources; develop and refine keyboarding skills on computers for speed and accuracy; apply word processing and desktop publishing functions to create, edit, format, cite resources, print, and store common documents; apply spreadsheet functions to solve financial, mathematical, and statistical problems; design, create, and execute an artistic and professional PowerPoint presentation which includes appropriate text formatting, graphics, and use the Internet in an ethical manner to research, communicate, collaborate, and efficiently retrieve information.

OBJECTIVES

In this class, students will practice their learned skills about computers and the internet in today's world. They will continue improving typing skills, digital documents and presentations, and using EBSCO as their main internet search engine. All of these skills will be practiced while becoming aware of current International Events. They will also work on cross curriculum projects with Biology, English Literature and Social Studies where they will give presentations using Power Point or Word as well as using Google Drive and Google Classroom to keep all their work recorded. They will continue practicing their reading comprehension skills using different websites and doing interactive tests, according to the subject we are studying.

CONTENT

1. Basic Fundamental of Technology: It's important for every student to know the basic fundamentals of computers, tablets and technology devices. The basic fundamentals include uses, applications, advantages and disadvantages, how they work, how it is built on, how the Operating system works, how input and output works, what you can do using internet etc.
2. Google Docs: Google Docs is a free Web-based application which a user can use to create documents and spreadsheets. If you are a Google docs user you can import, create, edit and update documents and spreadsheets in various fonts and file formats, combining text with formulas, lists, tables and images. Students have the opportunity to do collaborative work, get feedback in real time, share their documents on the web, and collaborate and brainstorm as a team.

3. Google Slides: The benefit of creating a presentation using Google Slides is that the finished presentation is: Easy to share (e.g. via a link or embedded on a site). Easy to collaborate with others. Easy to access anywhere there is Internet access.
4. Canva: Is a tool loaded with enough easy-to-use features and functionality that anyone can create a variety of engaging content. It really offers a variety of content types. It uses a drag-and-drop format and provides access to over a million photographs, graphics, and fonts from pre-sized social media image and header templates to marketing materials, documents, presentations, invitations and ads.
5. Digital Citizenship: Explore ways that different digital media are, and aren't, designed to help them make good media choices. Help your students learn about their digital footprints and the steps they can take to shape what others find and see about them. Compare the risks and benefits of self-disclosure in relationships.

Identify the risks and potential consequences of sexting.

Practice applying strategies to respond to situations where sexting could occur.

Help students analyze breaking news with a critical eye for false or incomplete information, and discuss the downsides of our "always-on" news media culture.

Explore the role that digital media plays in their lives.

Identify the types of messages that might cause a red flag feeling for someone.

Define "digital reputation," and identify examples of social media posts that can have a positive or negative effect.

Generate a list of questions to ask themselves before posting pictures or information about someone else.

Identify examples of online behaviors that may hurt, embarrass, or offend others.

Analyze thorny situations online and ways to respond to counter the harm they can cause.

SKILL STRANDS

- Students articulate personal learning goals, select and manage appropriate technologies to achieve them.
- Students identify and develop online networks within school policy (Google Classroom).
- Learn to manage their digital identities and reputations within school policy, including demonstrating an understanding of how digital actions are never fully erasable.
- Demonstrate and advocate for positive, safe, legal and ethical habits when using technology and when interacting with others online.
- Demonstrate an understanding of what personal data is and how to keep it private and secure, including the awareness of terms such as encryption, HTTPS, password, cookies and computer viruses.
- Practice the ability to effectively utilize research strategies to locate appropriate digital resources in support of their learning. (EBSCO)
- Explore real-world issues and problems and actively pursue an understanding of them and solutions for them.
- Students engage in a design process and employ it to generate ideas, create innovative products or solve authentic problems.
- Students select appropriate platforms and tools to create, share and communicate their work effectively
- Create original works or responsibly repurpose other digital resources into new creative works.
- Use digital tools to interact with others to develop a richer understanding of different perspectives and cultures.

EXPECTATIONS

- Plagiarism will not be tolerated and is considered a severe infraction at Colegio Maya. They have to create and make reports using their comprehension skills.

- Students must participate in class and complete projects when assigned. They will use EBSCO program most of the time to do their research.
- Students are not allowed to spend time in the computer class for personal use, which includes visiting Facebook, writing personal e-mails, chatting, downloading music, etc.
- Students will speak English at all times and will use all Computer Class devices correctly.

ASSESSMENT

Classwork 50%

Autonomy (Tutorials and problem solving skills) 10%

Creativity (Presentations) 10%

Typing Skills 10%

Behavior in class 20%

APPOINTMENTS:

If you have any questions, you can request a meeting with the teacher by sending an email to iamaya@colegiomaya.edu.sv or calling 2316-7800.

For further information, we invite you to visit us at:



www.colegiomaya.edu.sv



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