

Technology

Modular Technology 8 Elective

2011

Nature of Technology	Technology and Society Interaction	Technology for Productivity Applications	Technology and Communications Applications
<p>Definition: Students learn that technology is exponential, driven by history, design, and commercialization shaped by need, creative/inventive thinking, economic factors and cultural influences.</p>	<p>Definition: Students recognize and understand the impact technology has on society and history. Students engage in ethical use of technology</p>	<p>Definition: Students learn the operation of technology through the use of technology and productivity tools.</p>	<p>Definition: Students use an array of technologies and apply design concepts to communicate with multiple audiences, acquire and disseminate information and enhance learning.</p>
<p>Indicators:</p> <ol style="list-style-type: none"> 1. Use various technologies and how they work together to solve problems. 2. Discuss products and innovations that have been applied to new settings. 3. Analyze the relationships among technologies and explore the connections between technology and other fields of study. 	<p>Indicators:</p> <ol style="list-style-type: none"> 4. Model ethical use of technology. 5. Identify and describe the synchronous relationship technology and society share. 	<p>Indicators:</p> <ol style="list-style-type: none"> 6. Identify tools that are appropriate for accomplishing a task. 7. Analyze which tools improve accuracy and reduce development duration. 	<p>Indicators:</p> <ol style="list-style-type: none"> 8. Use various technologies to enhance communication and collaboration. 9. Develop and document information in a format that is appropriate for the content and audience.

Technology and Information Literacy	Design	Designed World
<p>Definition: Students engage information literacy strategies, use the Internet technology tools and resources, and apply information management skills to answer questions and expand knowledge.</p>	<p>Definition: Students apply problem-solving strategies demonstrating the nature of design, the role of engineering, and the role of assessment.</p>	<p>Definition: Students understand their role in the designed world.</p>
<p>Indicators:</p> <ol style="list-style-type: none"> 10. Select, access and use appropriate electronic resources for a defined information need. 11. Analyze sources of information for reliability and validity. 	<p>Indicators:</p> <ol style="list-style-type: none"> 12. Use design tools to accomplish a task. 13. Recognize the role of engineering design and testing in the design process. 14. Understand and apply research, innovation and invention to problem solving. 15. Analyze an existing design and reverse engineer or suggest improvements of aesthetic and/or functional components. 	<p>Indicators:</p> <ol style="list-style-type: none"> 16. Select and use physical and/or informational technologies.