

# Technology

## Productivity Skills 8 Elective

2011

Nature of Technology	Technology and Society Interaction	Technology for Productivity Applications	Technology and Communications Applications
<p><b>Definition:</b> 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><b>Definition:</b> Students recognize and understand the impact technology has on society and history. Students engage in ethical use of technology</p>	<p><b>Definition:</b> Students learn the operation of technology through the use of technology and productivity tools.</p>	<p><b>Definition:</b> Students use an array of technologies and apply design concepts to communicate with multiple audiences, acquire and disseminate information and enhance learning.</p>
<p><b>Indicators:</b></p> <ol style="list-style-type: none"> <li>1. Analyze the core concepts of technology and how they affect design and use in a practical setting.</li> <li>2. Use core concepts to select appropriate technology.</li> </ol>	<p><b>Indicators:</b></p> <ol style="list-style-type: none"> <li>3. Model responsible digital citizenship with all technologies.</li> </ol>	<p><b>Indicators:</b></p> <ol style="list-style-type: none"> <li>4. Access and use networks and the Internet</li> <li>5. Select appropriate resources for productivity</li> <li>6. Demonstrate use of accurate and efficient keyboarding skills.</li> </ol>	<p><b>Indicators:</b></p> <ol style="list-style-type: none"> <li>7. Integrate appropriate technology resources in communicating information</li> <li>8. Create products appropriate for content and audience</li> </ol>

Technology and Information Literacy	Design	Designed World
<p><b>Definition:</b> 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><b>Definition:</b> Students apply problem- solving strategies demonstrating the nature of design, the role of engineering, and the role of assessment.</p>	<p><b>Definition:</b> Students understand their role in the designed world.</p>
<p><b>Indicators:</b></p> <ol style="list-style-type: none"> <li>9. Use technology to conduct research and follow a research process model</li> </ol>	<p><b>Indicators:</b></p> <ol style="list-style-type: none"> <li>10. Analyze and apply feedback to improve product design</li> </ol>	<p><b>Indicators:</b></p> <ol style="list-style-type: none"> <li>11. Demonstrate an understanding of and be able to select and use appropriate technologies</li> </ol>