

<b>Unit: Digital Graphics Layout and Design</b>	<b>Concept: Project Planning</b>
<b>Standard</b> <ul style="list-style-type: none"> <li>3.5.9-12.1 (ETS) Evaluate a solution to a complex real-world problem based on prioritized criteria and trade-offs that account for a range of constraints, including cost, safety, reliability, and aesthetics as well as possible social, cultural, and environmental impacts.</li> </ul>	
<b>Key Learning</b> <ul style="list-style-type: none"> <li>(LTTG) Students will be able to apply investigation, imagination, innovative thinking, and physical skills to accomplish goals.</li> </ul>	<b>Unit Essential Question</b> <ul style="list-style-type: none"> <li>How can I apply investigation, imagination, innovative thinking, and physical skills to accomplish goals?</li> </ul>
<b>Essential Question</b> <ul style="list-style-type: none"> <li>How can one assess the impact of technology and engineering on society?</li> </ul>	
<b>Key Vocabulary</b> <ul style="list-style-type: none"> <li>Prioritized Criteria, Trade Offs, and Aesthetics</li> </ul>	
<b>Learning Experience</b> <ul style="list-style-type: none"> <li>Students who demonstrate understanding can evaluate a solution to a complex real-world problem based on prioritized criteria and trade-offs that account for a range of constraints, including cost, safety, reliability, and aesthetics as well as possible social, cultural, and environmental impacts.</li> <li>Clarifying Statement: When evaluating solutions, it is important to take into account a range of constraints, including cost, safety, reliability, and aesthetics, and to consider social, cultural, and environmental impacts.</li> </ul>	
<b>(Big Idea) Technology &amp; Engineering Curriculum Framework Big Ideas</b> <ul style="list-style-type: none"> <li>Technology and engineering have both positive and negative impacts on society and the environment.</li> </ul>	
<b>(SEP) Science and Engineering Practices</b> <ul style="list-style-type: none"> <li>Constructing Explanations and Designing Solutions - Design, evaluate, and/or refine a solution to a complex real-world problem, based on scientific knowledge, student-generated sources of evidence, prioritized criteria, and trade-off considerations.</li> </ul>	
<b>(DCI) Disciplinary Core Ideas</b> <ul style="list-style-type: none"> <li>ETS1.B: Developing Possible Solutions - When evaluating solutions, it is important to take into account a range of constraints, including cost, safety, reliability, and aesthetics, and to consider social, cultural, and environmental impacts.</li> </ul>	
<b>(TEP) Technology and Engineering Practices</b> <ul style="list-style-type: none"> <li>Critical Thinking - Uses evidence to better understand and solve problems in technology and engineering, including applying computational thinking.</li> </ul>	

**Terms**

- (ETS) Engineering, Technology, and Applications of Science – Standards applicable across the Science, Environmental Literacy & Sustainability, and Technology & Engineering content areas.
- (LTTG) PDE Technology & Engineering Long Term Transfer Goals
- (Learning Experience) A learning experience refers to any interaction, activity, or other experience in which students acquire new understanding, knowledge, behaviors, or skills.
- (Big Idea #) PDE Technology & Engineering Curriculum Framework Big Ideas
- (SEP) PDE Science and Engineering Practices
- (DCI) PDE Disciplinary Core Ideas
- (TEP) PDE Technology and Engineering Practices