Unit: Foundations of Digital Graphics	Concept: History of Digital Graphics

Standard
- 3.5.9-12.GG Evaluate how technology and engineering have been powerful forces in reshaping the social, cultural, political, and economic landscapes throughout history.

Key Learning
- (LTTG) Students will be able to engage as technological and engineering literate members of a global society.

Unit Essential Question
- How can I engage as a technological and engineering literate member of a global society?

Essential Question
- How did digital graphics and digital media advancements change our lives?

Key Vocabulary
- Era, Social, Cultural, Political, Economic, Landscape, Context, and Scenario

Learning Experience
- Students who demonstrate understanding can evaluate how technology and engineering have been powerful forces in reshaping the social, cultural, political, and economic landscapes throughout history.
- Clarifying Statement: Communication, agriculture, and transportation, for example, have evolved out of the political, economic, and social interests and values of the times.

(Big Idea) Technology & Engineering Curriculum Framework Big Ideas
- Historical eras are often defined by technological advancements.

(SEP) Science and Engineering Practices
- Obtaining, Evaluating, and Communicating Information - Compare, integrate and evaluate sources of information presented in different media or formats (e.g., visually, quantitatively) as well as in words in order to address a scientific question or solve a problem.

(DCI) Disciplinary Core Ideas
- ETS1.A: Defining & Delimiting Engineering Problems - Humanity faces major global challenges today, such as the need for supplies of clean water and food or for energy sources that minimize pollution, which can be addressed through engineering. These global challenges also may have manifestations in local communities.

(TEP) Technology and Engineering Practices
- Making and Doing - Demonstrates the ability to regulate and improve making and doing skills.
- Attention to Ethics - Assesses technological products, systems, and processes through critical analysis of their impacts and outcomes.

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