

<p>Unit: Finalizing and Presenting Digital Graphics</p>	<p>Concept: Communicating Results</p>
<p>Standard</p> <ul style="list-style-type: none"> 3.5-9-12.A Use various approaches to communicate processes and procedures for using, maintaining, and assessing technological products and systems. 	
<p>Key Learning</p> <ul style="list-style-type: none"> (LTTG) Students will be able to exchange and explain ideas by sharing information with a larger community. 	<p>Unit Essential Question</p> <ul style="list-style-type: none"> How can I exchange and explain ideas by sharing information with a larger community?
<p>Essential Question</p> <ul style="list-style-type: none"> Why is it important for people to be technologically literate? 	
<p>Key Vocabulary</p> <ul style="list-style-type: none"> Technological Literacy, Communication, Process, Procedure, Maintain, and Assess 	
<p>Learning Experience</p> <ul style="list-style-type: none"> Students who demonstrate understanding can use various approaches to communicate processes and procedures for using, maintaining, and assessing technological products and systems. Clarifying Statement: Examples of such techniques include flow charts, drawings, graphics, symbols, spreadsheets, graphs, time charts, and web pages. The audiences can be peers, teachers, local community and business members, and the global community. 	
<p>(Big Idea) Technology & Engineering Curriculum Framework Big Ideas</p> <ul style="list-style-type: none"> Technologically literate people are well equipped to learn about and use technological products and systems. 	
<p>(SEP) Science and Engineering Practices</p> <ul style="list-style-type: none"> 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. 	
<p>(DCI) Disciplinary Core Ideas</p> <ul style="list-style-type: none"> ETS1.B: Developing Possible Solutions - Both physical models and computers can be used in various ways to aid in the engineering design process. ETS1.B: Developing Possible Solutions - Computers are useful for a variety of purposes, such as running simulations to test different ways of solving a problem or to see which one is most efficient or economical; and in making a persuasive presentation to a client about how a given design will meet their needs. 	
<p>(TEP) Technology and Engineering Practices</p>	

- Communication - Clearly conveys ideas in constructive ways, including through written and oral communication and via mathematical and physical models.

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