

Unit: Design and Creation of Digital Graphics	Concept: Finalizing and Presenting Designs
<p><b>Standards</b></p> <ul style="list-style-type: none"> <li>3.5.9-12.N Analyze and use relevant and appropriate design thinking processes to solve technological and engineering problems.</li> <li>3.5.9-12.P Apply a broad range of design skills to a design thinking process.</li> <li>3.5.9-12.Y (ETS) Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.</li> <li>3.5.9-12.X Implement the best possible solution to a design using an explicit process.</li> </ul>	
<p><b>Key Learning</b></p> <ul style="list-style-type: none"> <li>(LTTG) Students will be able to employ hands-on problem solving, i.e., designing, making/building, producing, and evaluating outcomes.</li> <li>(LTTG) Students will be able to collaborate as part of a team, valuing the contributions of all members.</li> </ul>	<p><b>Unit Essential Question</b></p> <ul style="list-style-type: none"> <li>How can I employ hands-on problem solving, i.e., designing, making/building, producing, and evaluating outcomes?</li> <li>How can I collaborate as part of a team, valuing the contributions of all members?</li> </ul>
<p><b>Essential Question</b></p> <ul style="list-style-type: none"> <li>How can I finalize and present digital graphic designs?</li> </ul>	
<p><b>Key Vocabulary</b></p> <ul style="list-style-type: none"> <li>Finalizing, Information, Media, Technology Skills, Productivity, Perseverance, Self-Discipline, Literacy, Communications, Lifelong Learning, Design Concept, Display, Proof Sheet, and Mock-Up</li> </ul>	
<p><b>Learning Experience</b></p> <ul style="list-style-type: none"> <li>Students will finalize and digitally present functional, aesthetically pleasing, thought provoking, and expressive designs that solve communications problems. Students will convert raw projects and / or files into a format that can be view by any person on any computer.</li> </ul>	
<p><b>(Big Idea) Technology &amp; Engineering Curriculum Framework Big Ideas</b></p> <ul style="list-style-type: none"> <li>Technologically literate people are well equipped to learn about and use technological products and systems.</li> </ul>	
<p><b>(SEP) Science and Engineering Practices</b></p> <ul style="list-style-type: none"> <li>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.</li> </ul>	
<p><b>(DCI) Disciplinary Core Ideas</b></p> <ul style="list-style-type: none"> <li>ETS1.B: Developing Possible Solutions - Both physical models and computers can be used in various ways to aid in the engineering design process.</li> <li>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;</li> </ul>	

and in making a persuasive presentation to a client about how a given design will meet their needs.

**(TEP) Technology and Engineering Practices**

- 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