

<b>Unit: Multimedia Layout and Design</b>	<b>Concept: Defining the Purpose of a Design</b>
<b>Standard</b> <ul style="list-style-type: none"> <li>3.5.9-12.U Evaluate and define the purpose of a design.</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>Why is there no single correct solution in design?</li> </ul>	
<b>Key Vocabulary</b> <ul style="list-style-type: none"> <li>Trade-off, Resource, Criteria, Constraint, Function, Form, Purpose, Evaluate, and Define</li> </ul>	
<b>Learning Experience</b> <ul style="list-style-type: none"> <li>Students who demonstrate understanding can evaluate and define the purpose of a design.</li> <li>Clarifying Statement: In order to move forward with the best solution, it is often necessary to determine a design that best fits a number of measures such as trade-offs, resources, criteria, constraints, function, form, etc. A product must be a balance of these measures to best fit the intended use and audience.</li> </ul>	
<b>(Big Idea) Technology &amp; Engineering Curriculum Framework Big Ideas</b> <ul style="list-style-type: none"> <li>There is no single, best solution as designs can always be improved and refined.</li> </ul>	
<b>(SEP) Science and Engineering Practices</b> <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>	
<b>(DCI) Disciplinary Core Ideas</b> <ul style="list-style-type: none"> <li>NAEP D.12.8 - Meet a sophisticated design challenge by identifying criteria and constraints, predicting how these will affect the solution, researching and generating ideas, and using trade-offs to balance competing values in selecting the best solution.</li> </ul>	
<b>(TEP) Technology and Engineering Practices</b> <ul style="list-style-type: none"> <li>Communication - Conveys ideas clearly in constructive, insightful ways, including through written and oral communication and via mathematical and physical models.</li> </ul>	
<b>Terms</b>	

- (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