Unit: Multimedia Layout and Design	Concept: Laws, Regulations, and Policies

Standard
- 3.5.9-12.L Interpret laws, regulations, policies, and other factors that impact the development and use of technology.

Key Learning
- (LTTG) Students will be able to apply investigation, imagination, innovative thinking, and physical skills to accomplish goals.

Unit Essential Question
- How can I apply investigation, imagination, innovative thinking, and physical skills to accomplish goals?

Essential Question
- How do the values and beliefs of societies shape attitudes toward technology?

Key Vocabulary
- Interpret, Law, Regulation, Policy, Develop, and Use

Learning Experience
- Students who demonstrate understanding can interpret laws, regulations, policies, and other factors that impact the development and use of technology.
- Clarifying Statement: Laws, regulations, and policies shape the development and use of technology. Students should understand, in increasingly sophisticated ways, how technology assessment impacts policy development.

(Big Idea) Technology & Engineering Curriculum Framework Big Ideas
- The values and beliefs of societies shape attitudes toward technology.

(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 and Delimiting Engineering Problems - Criteria and constraints also include satisfying any requirements set by society, such as taking issues of risk mitigation into account, and they should be quantified to the extent possible and stated in such a way that one can tell if a given design meets them.

(TEP) Technology and Engineering Practices
- Communication - Conveys ideas clearly in constructive, insightful 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