

Unit: Applying Multimedia Knowledge and Skills	Concept: Making and Doing
Standard <ul style="list-style-type: none"> 3.5.9-12.AA Safely apply an appropriate range of making skills to a design thinking process. 	
Key Learning <ul style="list-style-type: none"> (LTTG) Students will be able to demonstrate integrity and conscientiousness, considering ethical issues involved. 	Unit Essential Question <ul style="list-style-type: none"> How can I demonstrate integrity and conscientiousness, considering ethical issues involved?
Essential Question <ul style="list-style-type: none"> Why is making a necessary component of design? 	
Key Vocabulary <ul style="list-style-type: none"> Safe, Skill, Making, and Design Thinking 	
Learning Experience <ul style="list-style-type: none"> Students who demonstrate understanding can safely apply an appropriate range of making skills to a design thinking process. Clarifying Statement: Students independently identify and safely use appropriate tools and processes to complete a design making task. Students recognize their own knowledge and skill gaps, pursue opportunities to develop necessary skills, and become more confident and competent in making. 	
(Big Idea) Technology & Engineering Curriculum Framework Big Ideas <ul style="list-style-type: none"> Making is an inherent part of technology and engineering design. 	
(SEP) Science and Engineering Practices <ul style="list-style-type: none"> Constructing Explanations and Designing Solutions - Design, evaluate, and/or refine a solution to a complex real-world problem, based on scientific knowledge, student-generated sources of evidence, prioritized criteria, and trade-off considerations. 	
(DCI) Disciplinary Core Ideas <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. ISTE 4C - Students develop, test and refine prototypes as part of a cyclical design process. 	
(TEP) Technology and Engineering Practices <ul style="list-style-type: none"> Making and Doing - Demonstrates the ability to regulate and improve making and doing skills. 	
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