Unit: Multimedia Applications	Concept: Packaging Design

Standard
- 3.5.9-12.N Analyze and use relevant and appropriate design thinking processes to solve technological and engineering problems.
- 3.5.9-12.P Apply a broad range of design skills to a design thinking process.
- 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.
- 3.5.9-12.X Implement the best possible solution to a design using an explicit process.

Key Learning
- (LTTG) Students will be able to employ hands-on problem solving, i.e., designing, making/building, producing, and evaluating outcomes.
- (LTTG) Students will be able to collaborate as part of a team, valuing the contributions of all members.

Unit Essential Question
- Computer Hardware, Computer Software, Adobe Creative Cloud, Online Resources, Presentations, Videos, Tutorials, and Sample Designs

Essential Question
- How can I design, develop, create, and evaluate effective packaging designs?

Key Vocabulary
- Mandatory Information, Design Panels, Multiple Sided Designs, and Packaging Design

Learning Experience
- Students will layout, design, develop, and create attractive, legible, informational, and functional two and three-dimensional packaging appropriate for the intended audience and marketplace. Students will consider all sides in the design and will include all mandatory information such as nutritional information, ingredients, weight, bar codes, and / or pertinent information. Students will attempt to use design to seduce the audience into purchasing a product.

Performance Task
- Students will be challenged with complex multimedia problems to solve, designing, developing, creating, and evaluating effective package designs. Based on the criteria and constraints, students will determine the best possible solutions to meet the needs and wants of the end-user(s). Students will design, develop, create, and evaluate their design solutions.

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.

- (Performance Task) A performance task is any learning or assessment that asks students to perform to demonstrate their knowledge, understanding, and proficiency.