

**UR & East Overview of Year
Technology 7 Curriculum (.5 credit)**

SEPT	OCT	NOV	DEC	JAN	FEB	MARCH	APRIL	MAY	JUNE		
<u>Unit 1 – Introduction to Technology</u>		<u>Unit 2 – Careers and Business Materials</u>		<u>Unit 3 – The Design Process and Problem Solving</u>		<u>Unit 1 – Introduction to Technology</u>		<u>Unit 2 – Careers and Business Materials</u>		<u>Unit 3 – The Design Process and Problem Solving</u>	
Module One		Module Four		Module Six		Module One		Module Four		Module Six	
What is Technology?		Career Research Project		Measuring		What is Technology?		Career Research Project		Measuring	
Module Two		Module Five		Module Seven		Module Two		Module Five		Module Seven	
7 Areas of Technology		Business and Marketing Materials		Design Process and Problem Solving		7 Areas of Technology		Business and Marketing Materials		Design Process and Problem Solving	
Module Three						Module Three					
7 Resources of Technology - TICTEMP						7 Resources of Technology - TICTEMP					

Unit 1 – Introduction to Technology	Understanding	Essential Question
NYS Technology Education Standards: 2, 3, 5, 6	Enduring Understandings <i>Scholars will understand that...</i> <ul style="list-style-type: none"> • <i>Technology is not only limited to the digital world, but Technology is also everything else that is designed and created by humans.</i> • <i>Technology branches into 7 different areas: Agricultural and Biotechnology, Information and Communications, Energy and Power, Medical, Construction, Transportation and Manufacturing</i> • <i>In order to design and create technology, 7 resources are needed in the planning and production.</i> 	Essential Questions <i>Scholars will consider such questions as...</i> <ul style="list-style-type: none"> • <i>What is technology? What is not technology? Give examples.</i> • <i>How is farming fruits and vegetables, technology?</i> • <i>Which resources does Apple Inc. use to design and develop the iPhone 7?</i>

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Performance Task: Scholars will use and learn Microsoft Office applications while they explain and demonstrate their understanding of Technology. Using Microsoft Word, scholars will be able to identify and justify needs versus wants, identify and justify positive and negative impacts of technology and explain how technology can have varying effects on people and the environment. Scholars will use Microsoft PowerPoint to identify and explain the 7 Areas of Technology and 7 Resources of Technology, as they create a PowerPoint presentation.

Summative Assessments:

1. Computer Lab Rules and Expectations (Poster)
2. Logging into personal scholar account
3. Saving/Opening files using scholar H: drive
4. What is Technology? (Microsoft Word)
5. 7 Areas of Technology (PowerPoint)
6. 7 Resources of Technology (PowerPoint)

Unit 2 – Careers and Business Materials	Understanding	Essential Question
<p>NYS Technology Education Standards:</p> <p>1, 2, 3, 6</p>	<p>Enduring Understandings <i>Scholars will understand that...</i></p> <ul style="list-style-type: none"> • <i>There are many career paths after high school, and determining a career choice is dependent on identifying self-interests, weighing the pros and cons of that career, upon other characteristics.</i> • <i>Business owners need certain materials to promote and market their company; ex – business cards, fliers, shirts, hats, drinkware</i> 	<p>Essential Questions <i>Scholars will consider such questions as...</i></p> <ul style="list-style-type: none"> • <i>Which jobs, after high school, most interest you? Why?</i> • <i>What is the purpose of a business card?</i>

Performance Task: Scholars will research multiple career choices and choose a career of highest interest. Scholars will perform in-depth research and will create a PowerPoint presentation on that chosen career as they explain the job description, education needed, pay, upon other job characteristics. Scholars will also have the chance to design and create their own company, in which they will design and print out their own business cards. Scholars will also have the opportunity to design their own business fliers, business shirts, business hats and business drinkware.

Summative Assessments:

1. Career Research Project
2. Business Cards
3. Business Fliers
4. Business Shirts
5. Business Hats
6. Business Drinkware

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Unit 3 – The Design Process and Problem Solving	Understanding	Essential Questions
NYS Technology Education Standards: 1, 2, 3, 4, 7	Enduring Understandings <i>Scholars will understand that...</i> <ul style="list-style-type: none"> • Measuring accurately to the nearest 1/16 of an inch is a very valuable skill to develop. • Solving problems is best accomplished when using The Design Process. 	Essential Questions <i>Scholars will consider such questions as...</i> <ul style="list-style-type: none"> • Why is it important to learn how to measure using a ruler, or tape measure? • How does Apple Inc. design such great products?!
<p>Performance Task: Scholars will research multiple career choices and choose a career of highest interest. Scholars will perform in-depth research and will create a PowerPoint presentation on that chosen career as they explain the job description, education needed, pay, upon other job characteristics. Scholars will also have the chance to design and create their own company, in which they will design and print out their own business cards. Scholars will also have the opportunity to design their own business fliers, business shirts, business hats and business drinkware.</p>		
<p>Summative Assessments:</p> <ol style="list-style-type: none"> 1. The Big Inch 2. Lab – Measuring 3. Air Glider 4. The Design Process 5. Straw Tower Activity 6. Newspaper Tower 7. Paper Crush 		