

SUBJECT: Introduction to Communication Technology		GRADES: 9-12	
Unit Title: Desktop Publishing		Time Frame: Weeks 1-4	
UNIT OVERVIEW			
Students will learn about the elements of design to design and create different types of media such as a computer advertisement and business card using current software and design principles.			
LRG SKILLS AND DISPOSITIONS		PA STANDARDS	
Communication & Empathy: Desktop Publishing (S2C) Critical Thinking & Problem Solving: Desktop Publishing (S4C) Creativity & Innovation: Desktop Publishing (S3C) Continual Learning & A Growth Mindset: Desktop Publishing (D2C) Adaptability & Flexibility: Desktop Publishing (D1C) Resilience & Grit: Desktop Publishing (D4C) Digital Literacy & Technological Proficiency: Desktop Publishing (K4DLT1C1)		3.4.10.E4 3.6.12B 3.7.12CDE 3.8.12A	
COMPETENCIES		LEARNING TARGETS	
I can explain the history of technology and its impact on the world.		- I can relate how technological development has been evolutionary, often the result of a series of refinements to basic inventions or technological knowledge. - I can evaluate how technology has been a powerful force in reshaping social, cultural, political, and economic landscapes throughout history. - I can investigate the widespread changes that have resulted from the Information Age, which has placed emphasis on the processing and exchange of information.	

I can describe the core concepts of Technology and Engineering	● I can use management processes in planning, organizing, and controlling work. ● I can determine the best approach by evaluating the purpose of the design
I can translate my design concepts into a problem-solving solution.	● I can determine the best approach by evaluating the purpose of the design. ● I can optimize a design by addressing desired qualities within criteria and constraints. ● I can illustrate principles, elements, and factors of design. ● I can implement the best possible solution to a design. ● I can apply a broad range of design skills and making skills to their design process.

SUBJECT: Introduction to Communication Technology		GRADES: 9-12	
Unit Title: Offset Printing		Time Frame: Weeks 5-9	
UNIT OVERVIEW			
Students will use the elements of design to design and create their own T-shirts using the computer and screen-printing processes.			
LRG SKILLS AND DISPOSITIONS		PA STANDARDS	

Communication & Empathy: Offset Printing (S2C) Critical Thinking & Problem Solving: Offset Printing (S4C) Creativity & Innovation: Offset Printing (S3C) Collaboration & Teamwork: Offset Printing (S1C) Continual Learning & A Growth Mindset: Offset Printing (D2C) Adaptability & Flexibility: Offset Printing (D1C) Resilience & Grit: Offset Printing (D4C) Digital Literacy & Technological Proficiency: Offset Printing (K4DLT1C1)	3.4.10.E4 3.6.12B 3.7.12CDE 3.8.12A
COMPETENCIES	LEARNING TARGETS
I can translate my design concepts into a problem-solving solution.	• I can determine the best approach by evaluating the purpose of the design. • I can optimize a design by addressing desired qualities within criteria and constraints. • I can illustrate principles, elements, and factors of design. • I can implement the best possible solution to a design. • I can apply a broad range of design skills and making skills to their design process.
I can demonstrate how to use and care for technological products and systems.	• I can use various approaches to communicate processes and procedures for using, maintaining, and assessing technological products and systems. • I can synthesize data and analyze trends to make decisions about technological products, systems, or processes.

I can explain that Technology and Engineering are influenced and advanced by other fields in the world.	• I can analyze how technology transfer occurs when a user applies an existing innovation developed for one function to a different purpose. • I can connect technological progress to the advancement of other areas of knowledge and vice versa.
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SUBJECT: Introduction to Communication Technology		GRADES: 9-12	
Unit Title: Photography		Time Frame: Weeks 10-15	
UNIT OVERVIEW			
Students will learn about the history of photography along with the different elements of both black & white and digital photography. Students will learn how to take photos as a group, develop, and print black & white photographs in the darkroom.			
LRG SKILLS AND DISPOSITIONS		PA STANDARDS	
Communication & Empathy: Photography (S2C) Critical Thinking & Problem Solving: Photography (S4C) Creativity & Innovation: Photography (S3C) Collaboration & Teamwork: Photography (S1C) Continual Learning & A Growth Mindset: Photography (D2C) Adaptability & Flexibility: Photography (D1C) Resilience & Grit: Photography (D4C) Digital Literacy & Technological Proficiency: Photography (K4DLTIC1)		3.6.12B 3.7.12CDE 3.8.12A	
COMPETENCIES		LEARNING TARGETS	
I can demonstrate how to use and care for technological products and systems.		I can use various approaches to communicate processes and procedures for using, maintaining, and assessing technological products and systems.	

	● I can synthesize data and analyze trends to make decisions about technological products, systems, or processes.
I can translate my design concepts into a problem-solving solution.	● I can determine the best approach by evaluating the purpose of the design. ● I can optimize a design by addressing desired qualities within criteria and constraints. ● I can illustrate principles, elements, and factors of design. ● I can implement the best possible solution to a design. ● I can apply a broad range of design skills and making skills to their design process.
I can describe the core concepts of Technology and Engineering.	● I can select resources that involve tradeoffs between competing values, such as availability, cost, desirability, and waste, while solving problems. ● I can cite examples of the criteria and constraints of a product or system and how they affect the final design. ● I can implement quality control as a planned process to ensure that a product, service, or system meets established criteria.

SUBJECT: Introduction to Communication Technology		GRADES: 9-12	
Unit Title: Web Design		Time Frame: Weeks 16-18	

UNIT OVERVIEW

Students will design and create a HTML website using text-based editing. Students will also create an entire website detailing their Introduction to Communication Technology class using either text-based editing or another software program.

LRG SKILLS AND DISPOSITIONS

Communication & Empathy: Web Design (S2C)
Critical Thinking & Problem Solving: Web Design (S4C)
Creativity & Innovation: Web Design (S3C)
Collaboration & Teamwork: Web Design (S1C)
Continual Learning & A Growth Mindset: Web Design (D2C)
Adaptability & Flexibility: Web Design (D1C)
Resilience & Grit: Web Design (D4C)
Digital Literacy & Technological Proficiency: Web Design (K4DLT1C1)

PA STANDARDS

3.6.12B
3.7.12CDE
3.8.12A

COMPETENCIES

I can demonstrate how to use and care for technological products and systems.

I can translate my design concepts into a problem-solving solution.

LEARNING TARGETS

- I can use various approaches to communicate processes and procedures for using, maintaining, and assessing technological products and systems.
- I can synthesize data and analyze trends to make decisions about technological products, systems, or processes.
- I can determine the best approach by evaluating the purpose of the design.
- I can optimize a design by addressing desired qualities within criteria and constraints.
- I can illustrate principles, elements, and factors of design.
- I can implement the best possible solution to a design.

	● I can apply a broad range of design skills and making skills to their design process.
I can identify ways in which technology has changed a person's life.	● I can evaluate ways that technology can impact individuals, society, and the environment. ● I can critique whether existing and proposed technologies use resources sustainably. ● I can assess a technology that minimizes resource use and resulting waste to achieve a goal. ● I can develop a solution to a technological problem that has the least negative environmental and social impact.