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.

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	**PA STANDARDS**
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)	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 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.