

# Unit 3: Exploring Coding/Digital Tools and Devices

Content Area: **Technology**  
Course(s):  
Time Period: **January**  
Length: **6-8 weeks**  
Status: **Published**

## **Enduring Understandings**

---

Technology is constantly changing and requires continuous learning of new tools and skills.

A tool is only as good as the person using it.

## **Essential Questions**

---

How can I transfer what I know about technology tools and apply it to new situations and experiences?

How can digital tools be used for creating original and innovative works, ideas and solution?

## **Content**

---

Collaborative Skills

Information Literacy

## **Skills**

---

Knowledge of the appropriate digital tool to take picture.

Critique image for further use.

## **Resources**

---

Hopscotch I-

Pad App

## Standards

---

CRP.K-12.CRP2	Apply appropriate academic and technical skills.
CRP.K-12.CRP6	Demonstrate creativity and innovation.
CRP.K-12.CRP10	Plan education and career paths aligned to personal goals.
TECH.8.1.2	Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.
TECH.8.1.2.A	Technology Operations and Concepts: Students demonstrate a sound understanding of technology concepts, systems and operations
TECH.8.1.2.A.1	Identify the basic features of a digital device and explain its purpose.
TECH.8.1.2.B	Creativity and Innovation: Students demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.
TECH.8.1.2.B.1	Illustrate and communicate original ideas and stories using multiple digital tools and resources.
TECH.8.2.2	Technology Education, Engineering, Design, and Computational Thinking - Programming: All students will develop an understanding of the nature and impact of technology, engineering, technological design, computational thinking and the designed world as they relate to the individual, global society, and the environment.
TECH.8.2.2.A	The Nature of Technology: Creativity and Innovation: Technology systems impact every aspect of the world in which we live.
TECH.8.2.2.A.1	Define products produced as a result of technology or of nature.
TECH.8.2.2.B	Technology and Society: Knowledge and understanding of human, cultural and society values are fundamental when designing technology systems and products in the global society.
TECH.8.2.2.B.1	Identify how technology impacts or improves life.
TECH.8.2.2.C	Design: The design process is a systematic approach to solving problems.
TECH.8.2.2.C.1	Brainstorm ideas on how to solve a problem or build a product.