Unit 6: Microsoft PowerPoint/Presentation Software

Content Area: **Technology**
Course(s):
Time Period: **June**
Length: **3 weeks**
Status: **Published**

Enduring Understanding

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

Digital tools provide enhanced opportunities to design innovative solutions and express ideas creatively.

Essential Questions

In a world of constant change, what skills should we learn?

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

What is the usefulness of creating a slide show presentation?

Content

Creativity and Collaboration

Skills

Create a Slide

- Insert text box
- Slide Layout
- Insert clipart/word art
- Add a slide
- Slide navigation/thumbnails

Vocabulary:

- Slide Show
- Slide
- Slide Layout

Resources

Internet Sites

Teacher Created Resources

Standards

CRP.K-12.CRP2	Apply appropriate academic and technical skills.
CRP.K-12.CRP6	Demonstrate creativity and innovation.
CRP.K-12.CRP11	Use technology to enhance productivity.
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.3	Compare the common uses of at least two different digital applications and identify the advantages and disadvantages of using each.
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.8.1.2.E	Research and Information Fluency: Students apply digital tools to gather, evaluate, and use information.
TECH.8.1.2.E.1	Use digital tools and online resources to explore a problem or issue.
TECH.8.1.2.F	Critical thinking, problem solving, and decision making: Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources.
TECH.8.1.2.F.1	Use geographic mapping tools to plan and solve problems.
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.A.2	Describe how designed products and systems are useful at school, home and work.
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.B.2 Demonstrate how reusing a product affects the local and global environment.