

Unit 1 - Design & Technology

Content Area: **Arts**
Course(s): **Wood Arts Tec 1**
Time Period: **Semester 1**
Length: **2 Weeks**
Status: **Published**

Standards

| | |
|--------------------|--|
| CS.K-2.8.2.2.ED.1 | Communicate the function of a product or device. |
| CS.K-2.8.2.2.ITH.1 | Identify products that are designed to meet human wants or needs. |
| CS.K-2.8.2.2.ITH.3 | Identify how technology impacts or improves life. |
| MA.K.MD.A | Describe and compare measurable attributes. |
| VA.K-2.1.5.2.Cr1a | Engage in individual and collaborative exploration of materials and ideas through multiple approaches, from imaginative play to brainstorming, to solve art and design problems. |
| VA.K-2.1.5.2.Cr2a | Through experimentation, build skills and knowledge of materials and tools through various approaches to art making. |

Essential Questions

1. How are products of technology created and made available for us to utilize?
2. What role does design play in technology, art and engineering?
3. What careers rely heavily the ability to measure?
4. How does the design process influence art and engineering?

Enduring Understandings

1. Technology is the process by which products are created to meet human needs or wants.
2. Products of technology aid in the creation and design process.
3. Technology is changing at an exponential rate and is a process of creation.
4. Exploring ideas and communicating designs through drawing allows for imaginative solutions to art and design problems.
5. Measurement allows for the proper design of a product to solve a problem and communicate building.

Knowledge & Skills

Design and Technology Students Will Be Able To:

- Identify Technology as a Product, System, and Resources.
- Measure using a ruler and the imperial system of measurement.
- Describe a product by its size using measurement.
- Create and Orthographic Drawing of an object.
- Analyze the Influence of lumber and wood products on society.
- Identify risks and trade-offs of technology.
- Understand Art and Engineering must work together in design.
- Communicate designs through drawing.
- Identify the areas of technology and their interconnectivity.

Tools:

- Ruler
- Scale
- Square
- Measuring Tape
- Compass

Transfer Goals

1. Students will be able to identify materials used for product creation and the areas of technology it utilizes to become available for human use.
2. Students will be able to draw an object based on its measurement.

Resources

- Pencils
- Paper
- Blocks for practicing drawing
- Products of technology for examples
- Presentations on areas of technology
- Rulers
- Drawing templates - Shapes and Circles

Assessments

[Assessments](#)

Modifications

[Modifications](#)
