8 Tech: Problem-Solving and Decision-Making Tools

Content Area: **Technology**

Course(s): Technology Education 8
Time Period: Marking Period 4

Length: **25 days** Status: **Published**

Established Goals/Standards

TEC.5-8.8.1.8.A.1 Create professional documents (e.g., newsletter, personalized learning plan, business

letter or flyer) using advanced features of a word processing program.

TEC.5-8.8.1.8.A.3 Create a multimedia presentation including sound and images.

TEC.5-8.8.1.8.F Critical Thinking, Problem Solving, and Decision Making

TEC.5-8.8.1.8.F.1 Use an electronic authoring tool in collaboration with learners from other countries to

evaluate and summarize the perspectives of other cultures about a current event or

contemporary figure.

Information accessed through the use of digital tools assists in generating solutions and

making decisions.

Essential Questions

- How can computer applications be used to solve problems?
- How can I transfer what I know to new technological experiences?
- How do I choose which technological tools to sue and when it is appropriate to use them?

Enduring Understanding

- · A tool is only as good as the person using it.
- Selection of technology should be based on personal and / or career needs assessment.

Content

- Analyze the relationship between technology and career options.
- Demonstrate an understanding of current and future technology and its impact on society.
- Describe and demonstrate how technology can be used to solve a problem or attain a goal
- Examine the impact of technology in the workplace.
- Identify a problem and formulate a strategy to solve the problem using technology tools, brainstorming, flowcharting, and appropriate resources.
- Infuse the use of technology with one or more of the grade 6 core curriculum content areas.
- Present information collected and compiled from various resources, including but not limited to, the Internet and application programs
- Recognize the advantages of technology.
- Troubleshoot and solve general computer problems.

• Use data collection technology.

Resources

- United Streaming
- Web 2.0