

# 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

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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

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- 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 use and when it is appropriate to use them?

## Enduring Understanding

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- 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

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- 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

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- United Streaming
- Web 2.0