Subject: Computer Technology Grade Level: Kindergarten

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
MOUSE SKILLS	TECHNOLOGY	HANDLING CD'S	CONTINUATION OF ALL SKILLS
QWERTY KEYBOARD	VOCABULARY PAGE ADVANCING	NAVIGATION WITHIN A PROGRAM	
COOPERATIVE LEARNING			
COMPUTER HARDWARE NAMES	DOUBLE/SINGLE CLICKING ON MOUSE	INTRODUCTION TO PAINT PROGRAM	
	CLICK & DRAG WITH		
	MOUSE PULL DOWN MENU		
	OPEN FOLDERS		

Subject: Computer Technology Grade Level: 1st

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
MOUSE SKILLS QWERTY KEYBOARD LETTER LOCATION ON KEYBOARD CLICK & DRAG SEQUENCING SKILLS CAUSE & EFFECT FOLLOWING DIRECTIONS	MENUS SUB MENUS MULTIPLE KEYS PULL DOWN MENUS INTRO TO PAINT PROGRAM PRINTING PROPER TEXT SPACING	OPENING A PROGRAM NAVIGATION THROUGH A PROGRAM CLOSING A PROGRAM CHANGING LEVELS SAVING A FILE NAMING A FILE RETRIEVING SAVED GAMES AND FILES INTRO TO DIGITAL PHOTOGRAPHY	RECORD WITH A MICROPHONE MEANINGS OF ICONS KEYBOARD SHORTCUTS PRINTING RETRIEVING SAVED GAMES INSERTING & DELETING TEXT WORD WRAPPING RETRIEVING A PICTURE CAPITALIZATION & PUNCTUATION INSERT CLIPART AND GRAPHICS: Resizing/handles Moving/clicking & dragging Deleting Orientation

Subject: Computer Technology Grade Level: 2nd

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
KEYBOARDING SKILLS • Letter location • Fingering-intro to Home Row • Capitalization & Punctuation MOUSE SKILLS • double and single clicking HARDWARE NAMES MENU NAVIGATION COOPERATIVE LEARNING TECHNOLOGY VOCABULARY FOLLOWING DIRECTIONS VOLUME CONTROL HEADPHONE USAGE	USE OF PAINT PROGRAM How to paint Multiple key usage Opening & closing Folders Using passwords Quick find Proper text spacing Insert clipart Formatting graphics Saving and opening files Recording voice with microphone	ZOOMING IN & OUT RECOGNIZING DIFFERENT ICONS USE OF HELP MENU WITHIN AN APPLICATION FIND CONTINUATION OF KEYBOARDING SKILLS	INTRO TO WORD PROCESSING Inserting & deleting text Word wrap Enter or Return to start new paragraph Inserting clipart or graphic Format text INTRO TO SLIDESHOW PRESENTATIONS Transitions Sounds Retrieve pictures and place into presentation form

Subject: Computer Technology Grade Level: 3rd

REVIEW MOUSE SKILLS WORD PROCESSING Word wrap Formatting text-size, style, color Fingering Home Row Upper & lower case Posture WORD PROCESSING Word wrap Formatting text-size, style, color Using the Enter or Return key to go to the next line Highlighting text Cut, copy and paste Inserting and deleting clipart & photos Formatting graphics Layout of document Saving and opening files Layout of document Saving and opening files Layout of document Saving and opening files CREATE A SIMPLE MULTIMEDIA SHOW Tansitions & sounds Inserting text in a text box Opening/closing icons Saving & opening files Inserting clipart and photos Typing in specific URL's Problem solving skills Printing selected passages or pages CONTINUATION OF KEYBOARDING SKILLS CONTINUATION OF KEYBOARDING SKILLS	FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
ATTROTRIATE USE OF ICONS	REVIEW MOUSE SKILLS KEYBOARDING • Letter location • Fingering • Home Row • Upper & lower case • Posture HARDWARE NAMES CD USAGE VOCABULARY CLICK & DRAG COOPERATIVE LEARNING USE OF DIFFERENT LEVELS	WORD PROCESSING Word wrap Formatting text-size, style, color Using the Enter or Return key to go to the next line Highlighting text Cut, copy and paste Inserting and deleting clipart & photos Formatting graphics Layout of document	CREATE A SIMPLE MULTIMEDIA SHOW Transitions & sounds Inserting text in a text box Opening/closing icons Saving & opening files Inserting clipart and photos INTRO TO SPREADSHEETS AND GRAPHING Create tables Input data Create graphs Interpreting results CONTINUATION OF	 INTRO TO THE INTERNET Navigating through information links Finding specific information Search techniques-use of Search Engines Typing in specific URL's Problem solving skills Printing selected passages

Subject: Computer Technology Grade Level 4th

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
MOUSE SKILLS-LEFT AND RIGHT CLICK HARDWARE NAMES	 WORD PROCESSING SKILLS Inserting/deleting text, photos, and graphics Cut/paste/copy Highlighting text 	CONTINUATION OF KEYBOARDING SKILLS INTRO TO SPREADSHEETS Create table	MULTIPLE KEY USAGE NAVIGATING THROUGH A PROGRAM
COOPERATIVE LEARNING	Formatting text and graphics Page layout-alignment	Input data – more than one variable	INTRO TO POWERPOINTChoosing slide design
TECHNOLOGY	Editing skills	 Create graphs Interpret results	Choosing color scheme Inserting text
VOCABULARY	 Spell check INTRO TO THE INTERNET URL's 	Therpret results	 Inserting pictures Layout
KEYBOARDING SKILLSFingeringPosture	 GRL s Search Engines Key word search Narrowing search		Slide TransitionsAnimation scheme
 Work towards accuracy and speed 	Back & forward buttons Home button		MULTI-TASKINGToggling between applications
PROBLEM SOLVING SKILLS	Refresh buttonAcceptable use policy		 Copy & Paste pictures and text Minimize & Maximize windows Window shade (MAC)

Subject: Computer Technology Grade Level: 165

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
MENU NAVIGATION LEVELS WITHIN A PROGRAM TECHNOLOGY VOCABULARY KEYBOARDING SKILLS FOR ACCURACY & SPEED • Mavis Beacon INTERNET SKILLS • Acceptable usage policy • Search engines • Bookmarking or using My Favorites • Inserting URL's • Narrowing searches • Links INTERNET ACTIVITIES • "That Quiz" Mental Math Activities Applications to other academic areas • "National Library of Virtual Manipulatives (NLVM)" • "Ben's Guide to U.S. Government for Kids"	COMIC LIFE Page Template Inserting Photos, Lettering, Text Balloons Style and Details WORD PROCESSING SKILLS Formatting text Editing Text Margins Spell Check Inserting/deleting text, photos, and graphics MULTITASKING Toggle between applications Window shade (MAC) Copy & Paste pictures and text Minimize & Maximizing windows PUZZLEMAKER Word Search Double Puzzle Cryptograms Math Square Equation Search	GARAGEBAND Create musical piece Select instruments Sound effects Add, Select, Move, Lock, Rename Tracks Set tempo, key, time and length Move around in timeline Change track instrument Add and Adjust track effects IMOVIE Themes Media Audio Photos Copy & Paste pictures and text Editing Titles Transitions Video FX Audio FX	POWERPOINT PRESENTATIONS Choosing slide design Choosing color scheme Layout Insert text, graphics, video Animation scheme Graphic animation Timing Import sounds RESEARCH PROJECT Research topic using internet Take notes Rough draft Create presentation using PowerPoint

Subject: Computer Technology Grade Level: 166

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
APPLE WORKS	Format	Margins	RESEARCH
Overview	a. Document	a. top/bottom	Worldbook Encyclopedia
o AppleWorks	b. Rulers	b. left/right	Research a Country
 Word Processing 	c. Section	Line Spacing	Government
 Drawing 	d. Paragraph	a. single	■ People
Painting	e. Insert Header	b. double	PeopleLand & Climate
 Database 	f. Insert Footer	c. triple	
 Spreadsheet 	• Font	 Headers/Footers 	■ Economy
	Size	a. page numbers	■ History
 Word Processing 	• Style	 Print Enhancements 	 Internet Search using Google
 Introduction 	o Plain Text	a. bold print	Ask Geeves
o Menus	o Bold	b. underline	
■ File	o Italic	c. outline	WRITING
■ Edit	o Underline	d. shadow	Notebook/Journal
■ Format	o Shadow	e. italic	Types of entries
■ Font	o Superscript	f. superscript	 Memory
 Size 	Window	g. subscript	Journal
■ Style	 Slide Show 	Text Alignment	 Reading Response
Outline	o Show Tools	a. centered	Story Idea
Window	○ Show Rulers	b. left	Information
• File		c. right	Poetry
o New	WORKING WITH A DOCUMENT	d. fill	 Life Observatiopn
o Open	Beginning a document	Spell Check	Plans
o Insert	entering text	• Thesaurus	 Story Idea
o Close	 inserting characters 		 Self Reflection
o Save	 deleting characters 	GRAPHIC LIBRARY	 Sharing
o Save As	 replacing characters 	 Insert graphic in document 	
 Library 	Scrolling text	 Word wrap 	WRITING A PIECE
 Page Setup 	Saving a document	o Resize	Topic writing
o Print	 Printing a document 	 Transformations 	Rough draft
o Quit	 Find - find/replace text 	 Graphic tools 	Revise & edit
• Edit	 Work with characters 	o Rulers	Self edit
o Cut	o cut	 Use of color 	Peer edit
o Copy	о сору	 Mac Mavis 	• Final Copy
o Paste	o paste	 Keyboarding 	1 mai copy
o Clear	o clear	o Lessons	
Select All	o select all	 Activities 	
Insert Page#			
 Writing Tools 			

Subject: Technology Grade Level: 7th

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER

APPLE WORKS	• Format	Margins	Graphic Design-Painting
Overview	a. Document	a. top/bottom	Create graphic projects using
o AppleWorks	b. Rulers	b. left/right	the Painting application
 Word Processing 	c. Section	Line Spacing	 Use of graphics tools
Drawing	d. Paragraph	a. single	Use the Edit menu
 Painting 	e. Insert Header	b. double	Use of Transformations
 Database 	f. Insert Footer	c. triple	Use of Color fill
 Spreadsheet 	• Font	Headers/Footers	Coordination of colors
	• Size	a. page numbers	
 Word Processing 	• Style	 Print Enhancements 	PRESENTATION OF SOFTWARE
 Introduction 	o Plain Text	a. bold print	Use HyperStudio to create media
o Menus	o Bold	b. underline	presentations
■ File	o Italic	c. outline	Media presentations will include:
■ Edit	o Underline	d. shadow	o text
Format	o Shadow	e. italic	o graphics
■ Font	 Superscript 	f. superscript	o sound
■ Size	Window	g. subscript	o action buttons
Style	o Slide Show	Text Alignment	o animation
Outline	o Show Tools	a. centered	o background
Window	○ ○Show Rulers	b. left	INTERNET APPLICATIONS
• File		c. right	• Proper use of the internet
o New	WORKING WITH A DOCUMENT	d. fill	for research as it
o Open	 Beginning a document 	Spell Check	applies to academic
o Insert	entering text	 Thesaurus 	classes.
o Close	 inserting characters 		 Use of search engines
o Save	 deleting characters 	GRAPHIC LIBRARY	Virtual tour of the Freedom
o Save As	 replacing characters 	 Insert graphic in document 	Trail in Boston
o Library	 Scrolling text 	 Word wrap 	KEYBOARDING
o Page Setup	Saving a document	o Resize	Mac Mavis
o Print	Printing a document	 Transformations 	DECEADOU
o Quit	 Find - find/replace text 	 Graphic tools 	RESEARCH
• Edit	 Work with characters 	o Rulers	Worldbook Encyclopedia
o Cut	o cut	 Use of color 	 Research a Country
Сору	о сору	 Keyboarding 	■ Government
o Paste	o paste	o Lessons	People
o Clear	o clear	o Activities	 Land & Climate
 Select All 	o select all	Spreadsheet	■ Economy
Insert Page#		Create a data spreadsheet	History
 Writing Tools 		Make a graph from the data	Thistory
		8	

Grade Level: 8th

Subject: Technology Education: Introduction to Technology

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
 What is Technology? History Of Technology Systems Model Resources of Technology Measurement Basic Drawing Isometric Orthographic Oblique Problem Solving Method Simple Machines 	Communication Theory Channels Sender/Receiver Media Encoding/Decoding Feedback Communication Systems Graphic Electronic Photograp hic Resources People Information Materials Equipment/Tools Energy Time Capital Information Processing Data Binary Code Computer Basics Using Computer systems Computer Basics Word Processing Computer graphics Power Point Photo Shop Audio/Visual Systems Video Production Client's Needs Pre Production Planning Future of Communications Trends Impacts	Transportation History of Types of transportation Land Water Air Elements of design (Aerodynamics) Lift Drag Propulsion TECHNICAL RESOURCES People Information Materials Tools Energy Capital Time Properties Drafting PROCESSING RESOURCES (How each resource is processed/changed-major study is materials) Materials Forming Separating Combining Conditioning Information Process Energy Process PRODUCTION SYSTEMS Craftsmanship to mass production operate a mass production line brain bust.	• Heat Electrical • Light Nuclear • Mechanical Chemical Energy Conversions • Potential Physical • Kinetic Solar Energy (Harnessing) ○ Solar Home Project • Passive Solar Home • Active Solar Home • Direct gain • Indirect Gain • Green House Effect • Thermal Masses (Materials) • Trombe Walls • Reflect/Absorb/Pa ss through(heat) • Radiant Energy • Controlling Temperature • Ventilation • Insulation • Insulation • Shades (Limit light/Heat) ○ Solar Cooker Project • Convection • Conduction • Conduction • Convection Loop • Radiation Transportation Energy Different Forms of transportation and the energy used in each device • Electrical Magnetic • Mechanical Wind • Steam Magnetic Levitation/Sail Boat Project

Subject: Technology Education - Computer Aided Drawing

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
INTRODUCTION TO COMPUTER • History • Computer Operations TECHNICAL DRAWING PROCEDURES • Orthographic • Isometric • Perspectives • Section	DATABASES – AN OVERVIEW USE OF DATABASES Office Designs Residential Room Designs Floor Plan Layouts Each section consists of drawings * exercises to complete each section. Project- design a home, office, factory, etc (golf course).	THIRD QUARTER	FOURTH QUARTER

Grade Level: 10th-12th

Subject: Technology Education - Energy Grade Level: Mixed

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
NATURE OF ENERGY	SOLAR ENERGY		
• Effects	Solar Radiation		
• Types	Heat Transfer		
• Forms	Greenhouse Effect		
 Conversion 	Solar Heating		
 Sources 	Passive		
HARNESSING ENERGY	Active		
 Mechanical 	Solar Cells		
 Wind power 	HYDROPONICS		
Water power	Systems		
 Fossil fuels 	Applications		
 Nuclear 	CONSERVATION OF ENERGY		
 Biomass 	 Energy-Using Sectors 		
 Solar 	R- Ratings		
 Thermal 	CAREERS IN ENERGY		
ENERGY CONVERTERS			
• Direct	NOTE: Course content is learned		
 Indirect 	through application of design		
 Internal 	and implementation of		
 External 	working prototypes.		
ENERGY SYSTEMS			
 Components 	Solar Cooker Design		
 Control 	Hydroponic Gardening		
 Efficiency 	Electric Toy Design		
 Entropy 			
 Open loop 			
 Closed loop 			
 Subsystems 			
 Transmission 			
 Horsepower 			
• B.T.U.			

Subject: Technology Education - Production Systems

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
BASIC MANUFACTURE SYSTEM	BASIC MANUFACTURE SYSTEM		
SYSTEM INPUTS	SYSTEM INPUTS		
• Product planning	Product planning		
needs assessment	needs assessment		
• Product Impacts EV.,	Product Impacts EV.,		
Econ., Societal, Personal	Econ., Societal, Personal		
RESOURCES	RESOURCES		
 People-Jobs-Organizations 	People-Jobs-Organizations		
 Info-History, Safety, 	Info-History,		
Knowledge	Safety,		
 Materials-Use of 	Knowledge		
Conversion	Materials-Use of		
Characteristics	Conversion		
 Tools-Machines-Operations, 	Characteristics		
 Functions 	 Tools-Machines-Operations, 		
 Capital-Sources 	 Functions 		
 Energy-Types, 	Capital-Sources		
Conversions,	• Energy-Types,		
Application	Conversions,		
 Time-Quantity, 	Application		
Quality	• Time-Quantity,		
Management	Quality		
DD 0 GDGGDG	Management		
PROCESSES			
• Forming	PROCESSES		
• Separating	• Forming		
• Combining	• Separating		
 Conditioning 	• Combining		
OT TENT TEN	Conditioning		
OUTPUTS	OUTDUTE		
Products-Packaging, Distributing	OUTPUTS		
Distributing, Servicing	Products-Packaging, Distributing		
	Distributing,		
 Impacts-Env., Eco., Societal, Personal 	Servicing		
	Impacts-Env., Eco., Societal Personal		
CONTROL	Societal, Personal		

Grade Level: 11th – 12th

	CURRICULUM MAP				
• Reason	CONTROL				
Method	• Reason				
T.TOMIS G	 Method 				
	Montour				

Grade Level: 10-12

Subject: Technology Education - Digital Photography Photoshop CS6

Teacher(s): Mrs. E. Whorley

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
1.Various Camera Modes and their uses	17. Fine Art Photography		
2. Flash Modes	18. Black and White		
3. ISO settings	(Monochrome) 19. Basic Techniques of		
4. White Balance	Lighting (Including: Front, Side, Back, Defused, etc.)		
5. Drive Modes	20. Basic Photo		
6. Lens Focal Length	Composition (Including: Rule of 3rds, Leading		
7. Exposure Compensation	Lines, Framing Subjects, etc.)		
8. Focusing Options	21. Basic Photo Editing		
9. Depth of Field	(Using Photoshop CS6)		
10. Macro Photography	22. Special Photoshop Creative Ideas involving		
11. Portraiture	use of layers		
12. Landscape	23. High Dynamic Range (H.D.R.) Photography		
13. Action Photography	24. Knowledge of Pixels,		
14. Still Life	Mega Pixels, DPI, PPI		
15. Candid Photography	Final Project- may include but are not limited to ZOMBIES,		
16. Indoor Photography	Fantasy Compilations, independent		
	CAREERS IN PHOTOGRAPHY VISUAL AND GRAPHIC ARTS.		

Subject: Technology Education - Architectural Drafting Grade Level: 10th-12th

Teacher(s): Mrs. E. Whorley

FIRST QUARTER **SECOND QUARTER** THIRD QUARTER FOURTH QUARTER LETTERING, SCALES & PLOT **STAIR & CONSTRUCTION PLANS DETAILS** LANDSCAPING & FLOOR DIMENSIONING PLANS, SYMBOLS FLOOR PLANS FOUNDATIONS & FLOOR PLANS WALL MATERIALS & ROOM AND AREA PLANNING **CORNICE DETAILS** BATH SYMBOLS, KITCHEN SYMBOLS, ELECTRICAL WALL SECTIONS ROOM **SYMBOLS FINISHING SCHEDULES** ADA design and compliance **ROOFS & PERSPECTIVES** TOOLS AND **TECHNIQUES ELEVATIONS** Scales **Drafting Instruments OCCUPATIONS &** Papers, Pencils Computer **CAREERS** Aided Design Timesavers PLANNING/DRAWING Drawing Techniques Area/Room Plans **LETTERING** Floor Plans HISTORY ARCHITECTURAL **AESTHETICS DRAWING** Elements of Design **TECHNIQUES** • Principles of Design Dimensioning Creativity Floor Plans Functional Design Sections/ Framing PLANNING & DRAWING **Exterior Elevations** SITE PLAN Perspectives TOPOGRAPHIC AL LOCATION CAREER EXPLORATION LANDSCAPE SYMBOLS CURRENT TRENDS IN ARCHITECTURE AND TECHNOLOGY FIELDS. FINAL EXAM Design and draw a structure TERM PROJECTand build a model. Structure to ADA compliant be determined due to floor plan and relevancy of current events model and Architectural trends.

CURRICULUM MAP (rev 6/03 no change as of 1/01)

Subject: Technology Education - Design & Drawing for Production Grade Level: Mixed Teacher(s):

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
UNIVERSAL LANGUAGE Sketching (pictorial) Oblique Isometric Perspective VISUAL ELEMENTS Line Shape Form Color Space Texture Value TECHNICAL DRAWING Orthograp	COMPUTER-AIDED DRAWING Computer Literacy CAD Applications PROBLEM-SOLVING DESIGN Technological Method Design Brief Challenge Processes/Applications Prototype Construction Evaluation Presentation	SECTIONS Design Brief Challenge Techniques Applications C.A.D. TRANSITIONS AND DEVELOPMENTS Designs Brief Challenge Techniques Applications C.A.D.	AUXILIARIES Design Brief Challenge Techniques Applications C.A.D. REVOLUTIONS Designs Brief Challenge Techniques Applications C.A.D.
hic Projection Isometric			

Grade Level: Mixed

Subject: Technology Education – Communication Systems

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
GRAPHIC COMMUNICATION	AUDIO/AUDIOVISUAL SYSTEMS		
SYSTEMS			
	INPUTS		
INPUTS	Address client's needs		
 Address client's needs 	Select the best approach		
 Select the best approach 	Confirm solution		
 Confirm solution 	RESOURCES		
RESOURCES	• People		
 People 	Information		
 Information 	Materials		
 Materials 	AAV equipment		
 Graphic equipment 	• Energy		
 Energy 	• Time		
• Time	 Capital & facilities 		
 Capital & facilities 	PROCESSES		
PROCESSES	• Planning		
 Planning 	 Preparing image transfer 		
 Preparing image transfer 	Image transfer		
 Image transfer 	 Finishing techniques 		
 Finishing techniques 	 Evaluation/monitoring 		
 Evaluation/monitoring 	OUTPUTS		
OUTPUTS	Product		
 Product 	Impacts		
 Impacts 	FEEDBACK/CONTROL		
FEEDBACK/CONTROL	Human control		
 Human control 	 Program control 		
 Program control 	 Automated control 		
 Automated control 			
	ASSIGNMENTS:		
ASSIGNMENTS:	Video ID		
 Business Card 	Audio commercial		
 Ad layout 	Music video		
 Newspaper Ad 	Computer Digital Video		
Billboard Design	 Video essay 		

Subject: Technology Education – LEGO Robotics course Grade Level: 10th-12th

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
HISTORY OF ROBOTICS USES • military • civilian • hobby	ROBOT CONSTRUCTION 3- TENNIS BALL CHALLENGE • Design/build a robot to "score" a tennis ball into a series of holes on the playing surface		
IMPACT ON SOCIETY • CAREERES	 Assemble a robot following a set of plans developed by the team Program robot to 		
BASIC ROBOTICS CONSTRUCTION	perform a series of tasks		
 ROBOT CONSTRUCTION 1 Assemble a small simple two wheel robot following a set of plans Program robot to perform a basic task 	ROBOT CONSTRUCTION 4- RACE TRACK CHALLENGE • Design/build a robot to complete a road style race course		
 Assemble a more complex robot following a set of plans Program robot to perform a multiple tasks 	 Assemble a robot following a set of plans developed by the team Program robot to perform a series of tasks 		

Grade Level: 10th-12th

Subject: Technology Education – Residential Structures

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
HOME DESIGN STYLES AND DEFINITIONS • residential • commercial • impact on society • careers	FULL SIZE MODEL OF CORNER ROOM • Build a subfloor and frame out walls for a corner room in a life size, practical example		
HOME CONSTRUCTION • materials • foundations • roof types • siding MODEL HOME BUILD • assemble various model homes	 Electrical needs- install outlets and switches Plumbing needs- install lines and drains Roof example- felt and shingle install 		

Subject: Technology Education - Principles of Engineering

FIRST QUARTER	SECOND QUARTER	THIRD QUARTER	FOURTH QUARTER
INTRODUCTION TO ENGINEERING Modeling Systems Optimizations Design Ethics Technology and Society Interaction CIVIL ENGINEERING Case Study: Bridge Building and Structure Analysis Design Brief	REVERSE ENGINEERING Design Brief Door Handle TECHNICAL DRAWING Orthographic Projection Isometric MODELING SYSTEMS USED THROUGH OUT THE YEAR ON ALMOST ALL PROJECTS	MACHINE AUTOMATION AND CONTROL- Hydraulic Arm Drawings Presentations TECHNOLOGY Society Interactions ELECTRICAL ENGINEERING Plans Modeling	MECHANICAL ENGINEERING Brainstorming Design Brief Problem Solving Research Modeling

Grade Level: Mixed