

**PCS Technology Education Curriculum Standards**  
**Standard 1: Final Draft**  
**6–8**

	GRADE 6	GRADE 7	GRADE 8
<b>1. Creativity &amp; Innovation</b> Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.			
<b>EXISTING KNOWLEDGE</b>	<b>A. Students will apply existing knowledge to generate new ideas, products, or processes</b>		
	TE 6.1.1.a. Identify current global problems that would benefit from an improved solution.	TE 7.1.1.a. Identify a real-world problem that would benefit from an improved solution.	TE 8.1.1.a. Identify a historical problem that would benefit from an improved solution.
	TE 6.1.1.b. Generate possible ways of solving the problem.	TE 7.1.1.b. Generate multiple possible ways of solving the problem.	TE 8.1.1.b. Generate multiple possible ways of solving the problem.
	TE 6.1.1.c. Consider the parameters that must be met to achieve a workable solution.	TE 7.1.1.c. Consider the parameters that must be met to achieve a workable solution.	TE 8.1.1.c. Consider the parameters that must be met to achieve a workable solution.
	TE 6.1.1.d. Select the best solution from among the possible alternatives.	TE 7.1.1.d. Select the best solution from among the possible alternatives.	TE 8.1.1.d. Select the best solution from among the possible alternatives.
TE 6.1.1.e. Create new products (e.g., movies, public service announcements, websites) or processes that could be used to provide innovative solutions in the real world.	TE 7.1.1.e. Create and describe new products (e.g., movies, public service announcements, websites) or processes that could be used to provide innovative solutions in the real world.	TE 8.1.1.e. Create and describe new products (e.g., movies, public service announcements, websites) or processes that could be used to provide innovative solutions in the real world.	
<b>ORIGINAL WORKS</b>	<b>B. Students will create original works as a means of personal or group expression</b>		
	TE 6.1.2.a. Create original animations or videos about a topic of personal interest or in response to a learning activity and document a reflection on the quality of the production (e.g., work illustrating reactions to communicating with students in other cultures about some global issue).	TE 7.1.2.a. Create original animations or videos about a topic of personal interest or in response to a learning activity and document a reflection on the quality of the production (e.g., work illustrating reactions to communicating with students in other cultures about some global issue).	TE 8.1.2.a. Create original animations or videos about a topic of personal interest or in response to a learning activity and document a reflection on the quality of the production (e.g., work illustrating reactions to communicating with students in other cultures about some global issue).
<b>MODELS &amp; SIMULATIONS</b>	<b>C. Students will use models and simulations to explore complex systems and issues</b>		
	TE 6.1.3.a. Create a content-related concept or process using a model, simulation, or concept-mapping software.	TE 7.1.3.a. Create and illustrate a content-related concept or process using a model, simulation, or concept-mapping software.	TE 8.1.3.a. Describe and illustrate a complex content-related concept or process using a model, simulation, or concept-mapping software.

<b>D. Students will identify trends and forecast possibilities</b>			
<b>TRENDS</b>	TE 6.1.4.a. Collect and electronically store data based on observations of changes in one or more variables.	TE 7.1.4.a. Design and implement a strategy for gathering and manipulating data needed to make a data-driven prediction or to forecast possibilities.	TE 8.1.4.a. Design and implement a strategy for gathering and manipulating data needed to make a data-driven prediction or to forecast possibilities.
	TE 6.1.4.b. Use graphic organizers (e.g. timeline) to identify trends.	TE 7.1.4.b. Use graphic organizers (e.g. timeline) to identify trends.	TE 8.1.4.b. Use graphic organizers (e.g. graphs) to identify trends.
	TE 6.1.4.c. Make a data-driven prediction about future outcomes.	TE 7.1.4.c. Make a data-driven prediction about future outcomes.	TE 8.1.4.c. Make a data-driven prediction about future outcomes.