

# Principals of Technology II

9-12 Grade

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## Course Title

The name of this class is **Principals of Technology II**

Mission Statement ~ Carol Morgan is committed to the implementation of a Technology Education program that will develop independent learners who can apply knowledge and concepts while using technical and human resources to solve problems.

## Department Philosophy and Goals

Relevance is the primary goal of the High School Technology program. Technology education will produce individuals who can participate and adapt to a dynamic industrial and technological society. Consistent with their learning styles, abilities, interests, and needs students will:

- Have the opportunity for continued exploratory experiences related to a wide variety of technological occupations.
- Improve problem solving, communication, and creative thinking skills.
- Develop their knowledge and abilities to properly use the tools, machines, techniques, and resources of technical and technological systems.
- Become familiar with the application of technology to the solution of present and future societal problems.
- Work individually at their own pace, yet work collaboratively for project design, problem solving, and discovery.
- Foster skills such as teamwork, problem-solving, interpersonal skills, oral communication, attentive listening, personal/career development, creative thinking, leadership, goal-setting/motivation, writing, organizational effectiveness, computation, and reading ~ all qualifications for Fortune 500 companies.



## Course Description

This course is currently a continuation of Principles of Technology I and is designed to strengthen a student's technical foundation including technical literacy, ethical, practical and proper utilization of various tools. This is a 'hands-on' class. Students explore and experience a variety of applications. Learning opportunities include but are not limited to applications such as desktop publishing, graphic design, web design, multimedia presentation design, and digital imaging. Student will gain an understanding of similarities between programs and become self-directed as they explore new areas. Students must maintain a portfolio of their work and keep a weekly web blog of the skills learned. Students are required to complete 5 rotations during the semester.

## Performance Outline

By the end of this course, the student will be able to demonstrate their knowledge in the software programs listed above in the course description.

## Course Outline

This class focuses on many different software programs and challenges the students' creativity and organizational skills. It is the intention of this course to allow students to explore these software programs and provide a means in which to transfer this knowledge to other curriculum classes. The computer will be used as a tool to increase productivity, efficiency, and creativity. The following is a sample of possible programs to choose from:

- Keyboarding ~ everyday!
- Microsoft PowerPoint
- Adobe Premiere
- Adobe Dreamweaver
- Adobe Illustrator
- Microsoft Excel, Word, Database
- Adobe Flash
- Adobe Photoshop
- Web Blogs
- Microsoft Word (article review and web blog responses)



## Grading

Students are expected to participate and complete all course work and assignments. CMS Technology courses operate in a constructivist manner and enable students to work at their own pace. Students are exposed to a wide variety of skills and software. All students are required to meet technology standards but are graded on personal growth related to the use of technology tools and applications.

Principles of Technology I students have approximately 10 class hours to work on each rotation.

Grades are updated every A or C day.

<b>A</b>	100 – 90%
<b>B</b>	89 – 80%
<b>C</b>	79 – 70 %
<b>D</b>	69 – 60 %
<b>F</b>	59 % or below

The following are the projected elements that will be graded this semester:

- Rotations (5)**
- Article Review &  
Response**
- Participation (100 pts)**
- Digital Portfolio**
- Blogs ~ 4 per cycle**