

Table of Contents

Acknowledgements	vii
Preface	ix
Engineering byDesign™ – A Standards-Based Approach	ix
<i>Technology for All Americans: A Rationale and Structure for the Study of Technology</i>	ix
<i>Standards for Technological Literacy: Content for the Study of Technology</i>	ix
<i>Advancing Excellence in Technological Literacy: Student Assessment, Professional Development, and Program Standards</i>	xi
Advancing Technological Literacy: ITEA Professional Series	xi
The Center to Advance the Teaching of Technology and Science: ITEA-CATTS	xii
Pathways and Career Clusters	xiii
Using This Guide	xiii
Introduction – Engineering byDesign™: Model Program	1
Introduction	2
The Vision – Engineering byDesign™	3
The Mission – Engineering byDesign™	3
The Organizing Principles	3
Program Descriptions	3
Engineering byDesign™: District/State Level Description	3
Engineering byDesign™: Student-Oriented Program Description for Registration Booklets	4
Course Descriptions	5
Grades K-2	5
Grades 3-5	5
Exploring Technology	6
Invention and Innovation	6
Technology Systems	7
Technological Issues	8
Impacts of Technology	9
Engineering Design	10
Overview: Foundations of Technology	11
Overview of the Course	12
Units of Instruction	13
Course Goals and Objectives	13
Course Assessment Criteria	13
Course Content Outline	14
Foundations of Technology: Course Assessment Rubric	15
Unit I: The History of Technology	21
Overview	22
Standards and Benchmarks Addressed in Unit I	22
Big Idea	23
Unit I Objectives	24
Unit I Pre-Test	25
Unit I Unit Test	26
Student Learning Activities:	
Lesson I-1: Getting Familiar With the Big Idea	28
Lesson I-2: Exploring Historical Periods of Technological Evolution	39
Lesson I-3: Analysis of the Historic Significance of Technological Advancements	47
Lesson I-4: Research Activity – Influence of Technology on History	54

Unit 2: Relationships Among Technologies and Connections With Other Fields of Study	61
Overview	62
Standards and Benchmarks Addressed in Unit 2	62
Big Idea	63
Unit 2 Objectives	63
Unit 2 Pre-Test	64
Unit 2 Unit Test	65
Student Learning Activities:	
Lesson 2-1: Getting Familiar With the Big Idea	68
Lesson 2-2: Technology Triggers a Scientific Revolution	77
Lesson 2-3: The Discovery of Neptune	84
Unit 3: Engineering Design	91
Overview	92
Standards and Benchmarks Addressed in Unit 3	92
Big Idea	94
Unit 3 Objectives	95
Unit 3 Pre-Test	96
Unit 3 Unit Test	97
Student Learning Activities:	
Lesson 3-1: Getting Familiar With the Big Idea	101
Lesson 3-2: The Design Process – Transforming an Idea Into a Final Product or System	110
Lesson 3-3: Engineering Resources (Core Technologies)	123
Lesson 3-4: An Introduction to Mechanical Technology	136
Lesson 3-5: An Introduction to Electrical Technology	147
Lesson 3-6: Reverse Engineering	158
Lesson 3-7: An Introduction to Fluid Technology	166
Lesson 3-8: An Introduction to Thermal Technology	180
Lesson 3-9: An Introduction to Optical Technology	189
Lesson 3-10: An Introduction to Materials Technology	196
Unit 4: Manufacturing Technologies	207
Overview	208
Standards and Benchmarks Addressed in Unit 4	208
Big Idea	209
Unit 4 Objectives	210
Unit 4 Pre-Test	211
Unit 4 Unit Test	212
Student Learning Activities:	
Lesson 4-1: Getting Familiar With the Big Idea	215
Lesson 4-2: What’s New in Manufacturing	224
Lesson 4-3: Stuff: What We Use to Make Things	232
Unit 5: Construction Technologies	239
Overview	240
Standards and Benchmarks Addressed in Unit 5	240
Big Idea	241
Unit 5 Objectives	241
Unit 5 Pre-Test	242
Unit 5 Unit Test	243
Student Learning Activities:	
Lesson 5-1: Getting Familiar With the Big Idea	245

Lesson 5-2: Bridge Building	253
Lesson 5-3: Construction Management	264
Unit 6: Energy and Power Technologies	277
Overview	278
Standards and Benchmarks Addressed in Unit 6	278
Big Idea	278
Unit 6 Objectives	279
Unit 6 Pre-Test	280
Unit 6 Unit Test	281
Student Learning Activities:	
Lesson 6-1: Getting Familiar With the Big Idea	283
Lesson 6-2: Energy and Cars: What Does the Future Hold?	291
Lesson 6-3: The Great Energy Debate	299
Unit 7: Information and Communication Technologies	305
Overview	306
Standards and Benchmarks Addressed in Unit 7	306
Big Idea	307
Unit 7 Objectives	308
Unit 7 Pre-Test	309
Unit 7 Unit Test	310
Student Learning Activities:	
Lesson 7-1: Getting Familiar With the Big Idea	312
Lesson 7-2: Communication Systems	321
Lesson 7-3: The Global Positioning System (GPS)	329
Unit 8: Systems Thinking – Putting it All Together	337
Overview	338
Standards and Benchmarks Addressed in Unit 8	338
Big Idea	339
Unit 8 Objectives	339
Unit 8 Pre-Test	341
Unit 8 Unit Test	342
Student Learning Activities:	
Lesson 8-1: Getting Familiar With the Big Idea	345
Lesson 8-2: Systems Thinking and the Design Process	353
Lesson 8-3: Reviewing the Big Ideas	362
Appendices	371
Appendix A: Program Responsibility Matrix – Technology/Mathematics/Science (with STL Technological Literacy Standards)	372
Appendix B: Listing of Mathematics and Science Standards	384
Appendix C: Resources	387
Appendix D: Glossaries	389