

Foundations of Technology Make- up work

1. Read chapter 1 and answer the test your knowledge 1-10 questions on page 27.
 2. Complete the worksheet about yourself worksheet 1.1.
 3. Complete worksheet Enduring Ideas of technology 1.2.2.
 4. Complete Product design activity 1.3.1.
 5. Write a 2paragraph paper on what technology you use on a daily basis.
-

1.1

Name:	Period:	Date:
Foundations of Technology Student Interview Questions		

Directions:

The teacher will select your partner. Ask your partner the following questions and record his or her answers below. Your partner will then do the same. Once everyone is finished, you will introduce your partner and present their answers to the class.

Interviewee's Name: _____

1. What is your favorite type of music?
2. Are you involved in any sports? If so, what sport and position?
3. What other type of activities/clubs are you involved in?
4. What are your hobbies/interests?
5. What is one thing that most people would not know about you?
6. What kind of career do you find interesting, and might you want to pursue?
7. Do you know if you are going to college? If so, do you know where?
8. Are you originally from this area? If not, where are you from?
9. Where is the farthest place to which you have traveled?
10. What is your dream car and why?

Name:	Period:	Date:
Foundations of Technology Unit 1 Lesson 3: The Role of Research and Development File 1.3.1: Product Design Activity		

Product Design Activity

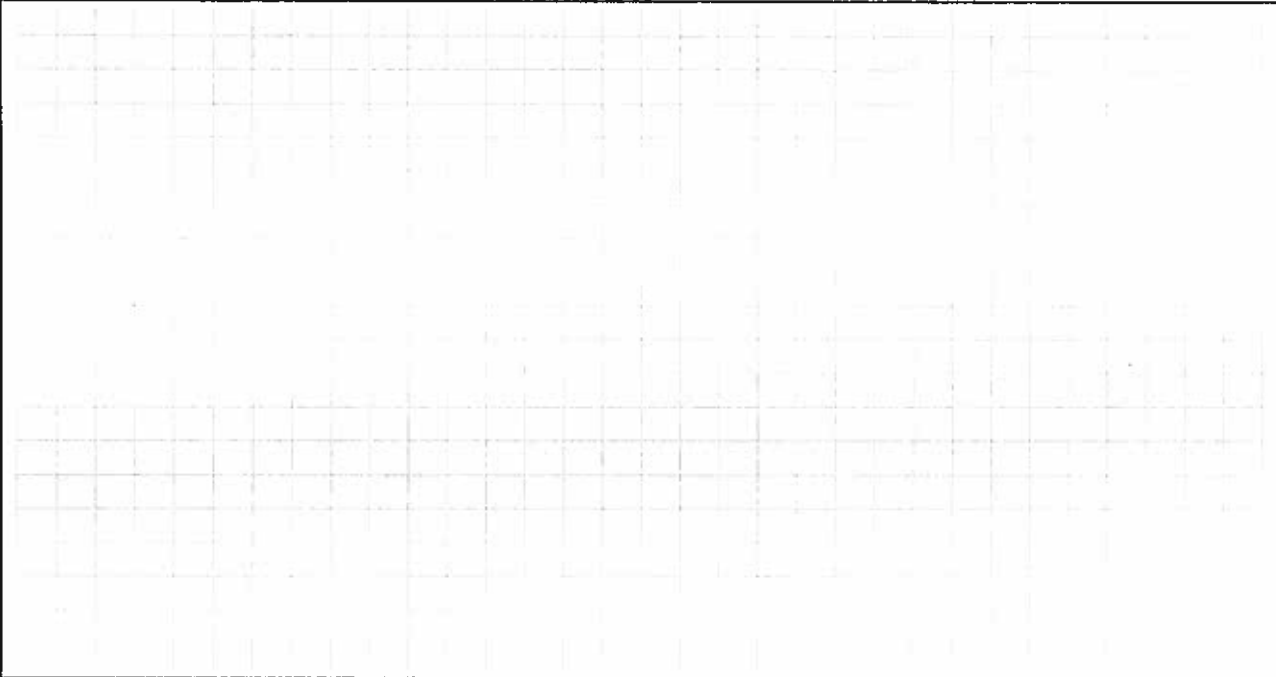
Background Research and development is a problem-solving approach used to prepare a product for the marketplace. The most innovative ideas are often the product of a group of people. People often find it easier to come up with great ideas when they are able to work with a group and collect feedback. Innovation is also a key to a product's success in the marketplace. Just because a device works, does not mean it functions efficiently or will work for other people. A marketable device needs to be easy to use, priced effectively, and safe for the user. Feedback is essential when creating a marketable product.

Problem If you could invent something to make your life easier, what would it be?

- Procedure**
- Answer the background questions to develop an idea for your product design.
 - Sketch your ideas.
 - Share your product idea and sketches with a partner.
 - Record your partner's feedback in your Engineering Design Journal.

Equipment Computer w/Internet access

Background Questions:
What is your favorite product?
How does it make your life easier?
If you could invent something to make your life easier, what would it be? Brainstorm a list of ideas that address this question. When complete, choose one idea that you think would be marketable and could make your life easier.

Name of Invention:
Problem the Invention Solves:
Brief Description of the Invention:
Sketch of Invention

Generating Feedback: Share your ideas with one person in class. Ask him/her a series of questions you feel would improve your product design. Record all feedback in your engineering journal.
Feedback:

Name:	Period:	Date:
Foundations of Technology Unit 1 Lesson 2: Technological Inventions and Innovations File 1.2.2: Enduring Ideas of Technology Student Survey		

Directions: Complete each question individually. Use your background knowledge to address each question; note that there are no right or wrong answers. Once complete, discuss your answers with a partner and collectively develop a definition for the terms, "Invention" and "Innovation." You will be asked to share your responses with the class.

1. Can people survive without technology?
2. As technology advances, do people live longer or shorter lives?
3. As technology advances, does technology become more or less complex?
4. As technology advances, do people become more or less specialized in the things they do for a living?
5. As technology advances, do the tools and processes we use to make, build, and do things become more efficient (become faster and require less material, energy and fewer people)?
6. As technology advances, do the things we make, become: more reliable? Safer? More durable? Perform better?

7. As technology advances, does it require science and math applications?

Define the term "Invention":

Define the term "Innovation":

Think, Pair, Share

1. **Think:** Individually, take two to five minutes to record your thoughts.
2. **Pair:** With a student close to you, share your reflections.

Consider the following questions: What surprised you? What conclusions did you both agree upon? Develop a definition for each of the terms "invention" and "innovation."

3. **Share:** Be prepared to share your discussion with the class.