

CURRICULUM MAPPING GUIDE
SUBJECT AREA: _____ Introduction to
Technology Communication _____



Unit: Drafting & Design

Concepts: (9 or Less)

- | | |
|----------------------------|----------|
| 1. Website Design | 6. Scale |
| 2. Orthographic Projection | 7. |
| 3. Layout & Design | 8. |
| 4. Publishing | 9. |
| 5. Measurement | |

Standards/Anchors: **3.6.10:B, 3.6.12:B, 3.7.10:C, 3.7.10:D, & 3.7.10:E**

Unit: Digital Imaging

Concepts: (9 or Less)

- | | |
|-----------------------------|----|
| 1. Composition | 6. |
| 2. Capturing Images | 7. |
| 3. Storing and retrieving | 8. |
| 4. Digital Darkroom | 9. |
| 5. Communication of results | |

Standards/Anchors: **3.6.10:B, 3.6.12:B**

Unit: Video Game Design

Concepts: (9 or Less)

- | | |
|---------------------------------|----|
| 1. Technological Design Process | 6. |
| 2. Coding | 7. |
| 3. Visual Coding | 8. |
| 4. | 9. |
| 5. | |

Standards/Anchors: **3.2.12:D, 3.6.12:B**