

Bringing Technology Education Into K-8 Classrooms

A GUIDE TO CURRICULAR RESOURCES ABOUT THE DESIGNED WORLD

by Edward Britton, Bo De Long-Cotty, and Toby Levenson

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Bring a whole new world of technology education into every classroom!

We live in a world where technological advances happen daily. But technology is more than computers and electronic devices. Technology encompasses every man-made creation that meets human needs, even a pencil or a book. Technology education helps students design and make improvements in the designed world around us, such as transportation systems, manufacturing, and biotechnology, as well as many other fields.

This must-have guide is the first independent review of curriculum materials for technology. In Bringing Technology Education Into K-8 Classrooms, authors Edward Britton, Bo De Long-Cotty, and Toby

Levenson provide a practical guide to the latest technology textbooks and integrated resources (including technology and supplementary resources), and descriptions of more than 100 informal resources. The guide fully describes the strengths and weaknesses of each product's features by analyzing the technology topics covered, types of technology design activities, assessment strategies, types of teacher support, and much more.

Bringing Technology Education Into K-8 Classrooms includes:

 An introduction to technology education and its importance for students today

- Complete information for choosing technology resources that meet district and classroom needs
- Practical analysis of how technology topics address standards
- Helpful tips on how technology activities help students understand a design process

Featuring an easy-to-follow organization and sample pages from major products, this resource will help all students become technologically literate!

This is a joint publication of ITEA, NSTApress, WestEd and Corwin Press.



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In fact, many LEGO Education products are designed specifically with high schoolers in mind. This first-ever high school catalog addresses the needs of high school educators and highlights activities and sets ready for use in upper-level classrooms. Examples of products include eLab Renewable Energy and Life Science DNA kits, as well as a ROBOLAB Video Trainer.

Not just for young kids, LEGO Education products benefit students of all ages. The sets and software provide a complete and easy way to inject high school curriculum with naturally motivating applied science, technology, engineering, and math activities.

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