

# High School Technology Curriculum

Attachment 7—Web site grading rubric

**Student Website Rubric**

*Adapted from University of Wisconsin-Stout*

Evaluation scale:

Exemplary: 32-36 points  
 Proficient: 28-31 points  
 Partially Proficient or Incomplete: <28 points (resubmit)

CRITERIA	Exemplary	Proficient	Partially	Incomplete	PTS
<b>Relevance of Content to Students and Parents</b>	<b>4 points</b> <ul style="list-style-type: none"> <li>Content meets user information</li> <li>Content clearly describes points needed to use the resource</li> <li>Content is updated frequently</li> </ul>	<b>3 points</b> <ul style="list-style-type: none"> <li>Content points readers to quality resources; is informative</li> <li>Resources are clearly described so readers can navigate easily</li> </ul>	<b>2 points</b> <ul style="list-style-type: none"> <li>Content points to unrelated information</li> <li>Resources are not clearly described so readers cannot navigate easily</li> </ul>	<b>1 point</b> <ul style="list-style-type: none"> <li>Resources point to one inappropriate, misleading or inappropriate</li> <li>Annotations are missing, do not describe what is found</li> </ul>	
<b>Use of Media</b>	<b>4 points</b> <ul style="list-style-type: none"> <li>Media enhances content appropriately</li> <li>Clearly enhances content</li> </ul>	<b>3 points</b> <ul style="list-style-type: none"> <li>Media enhances content</li> <li>Media enhances content</li> </ul>	<b>2 points</b> <ul style="list-style-type: none"> <li>Media does not enhance content</li> <li>Some use of media is evident</li> </ul>	<b>1 point</b> <ul style="list-style-type: none"> <li>Media is inappropriate or does not enhance content</li> </ul>	
<b>Fair Use Guidelines</b>	<b>4 points</b> <ul style="list-style-type: none"> <li>Fair use guidelines are followed with proper citations</li> </ul>	<b>3 points</b> <ul style="list-style-type: none"> <li>Fair use guidelines are frequently followed</li> <li>Most material is cited</li> </ul>	<b>2 points</b> <ul style="list-style-type: none"> <li>Some fair use guidelines are followed with some citations</li> </ul>	<b>1 point</b> <ul style="list-style-type: none"> <li>Fair use guidelines are not followed; content is improperly cited</li> </ul>	
<b>Links</b>	<b>4 points</b> <ul style="list-style-type: none"> <li>All links are active and functioning</li> </ul>	<b>3 points</b> <ul style="list-style-type: none"> <li>Most links are active</li> </ul>	<b>2 points</b> <ul style="list-style-type: none"> <li>Some links are not active</li> </ul>	<b>1 point</b> <ul style="list-style-type: none"> <li>Many links are not active</li> </ul>	
<b>Layout and Text Elements</b>	<b>4 points</b> <ul style="list-style-type: none"> <li>Font is easy to read</li> <li>Use of bullet, italic, bold, underline, link, etc. is appropriate</li> <li>Consistent format throughout</li> </ul>	<b>3 points</b> <ul style="list-style-type: none"> <li>Font is easy to read</li> <li>Use of bullet, italic, bold, underline, link, etc. is appropriate</li> <li>Minor formatting inconsistencies</li> </ul>	<b>2 points</b> <ul style="list-style-type: none"> <li>Font is difficult to read due to formatting</li> </ul>	<b>1 point</b> <ul style="list-style-type: none"> <li>Font is difficult to read with misuse of font, size, bullet, italic, bold, etc.</li> <li>Many formatting errors are missed</li> </ul>	
<b>Writing Mechanics</b>	<b>4 points</b> <ul style="list-style-type: none"> <li>No grammar, capitalization, punctuation, spelling errors</li> </ul>	<b>3 points</b> <ul style="list-style-type: none"> <li>Few grammar, capitalization, punctuation, and spelling errors</li> </ul>	<b>2 points</b> <ul style="list-style-type: none"> <li>Many errors in grammar, capitalization, punctuation, and spelling</li> </ul>	<b>1 point</b> <ul style="list-style-type: none"> <li>More than 8 grammar/spelling/punctuation errors</li> </ul>	
<b>TOTAL POINTS</b>					<b>/36</b>

High school technology curriculum plays a pivotal role in preparing students for a rapidly evolving world where technology is deeply integrated into every aspect of life. As industries continue to transform through advancements in digital tools and innovative methodologies, it becomes essential for educational institutions to equip students with the necessary skills and knowledge. A well-designed technology curriculum in high school not only enhances students' understanding of technology but also empowers them to apply this knowledge in practical settings, fostering both personal growth and professional competence.

## Importance of a Technology Curriculum in High School

The high school years are critical for students as they prepare for higher education and future careers. A strong technology curriculum is vital for several reasons:

- Skill Development:** Students learn essential technical skills that are applicable in various fields such as engineering, information technology, and design.
- Critical Thinking:** Engaging with technology encourages students to think critically and solve problems creatively.
- Career Readiness:** Exposure to technology prepares students for the workforce, where digital literacy is often a prerequisite.
- Adaptability:** In an ever-changing technological landscape, a solid foundation in technology helps students adapt and thrive in diverse environments.

# Components of a High School Technology Curriculum

A comprehensive high school technology curriculum typically consists of several key components that ensure a well-rounded education in technology. These components often include:

## 1. Computer Science Fundamentals

Understanding the basics of computer science is essential for students. This component may cover:

- Programming Languages: Introduction to languages such as Python, Java, or C++.
- Data Structures and Algorithms: Basic concepts that form the backbone of programming.
- Software Development: Understanding how software is created, tested, and maintained.
- Web Development: Basics of HTML, CSS, and JavaScript for creating simple web pages.

## 2. Digital Literacy

Digital literacy encompasses the skills needed to effectively use technology and navigate digital spaces. Key areas include:

- Online Safety: Understanding cybersecurity, privacy issues, and safe browsing practices.
- Information Evaluation: Skills for assessing the credibility of online sources and distinguishing between reliable and unreliable information.
- Productivity Software: Proficiency in tools such as Microsoft Office or Google Workspace, which are commonly used in academic and professional settings.

## 3. Engineering and Design Principles

This section focuses on the principles of engineering and design, incorporating hands-on learning experiences. Topics may include:

- Computer-Aided Design (CAD): Using software to create precise drawings and models.
- 3D Printing: Understanding the process of designing and producing three-dimensional objects.
- Robotics: Basic concepts of robotics, including programming and building robotic systems.

## 4. Multimedia and Digital Arts

Incorporating creativity into technology education is crucial. This component includes:

- Graphic Design: Teaching the fundamentals of design using tools like Adobe Photoshop or Illustrator.
- Video Production: Skills in filming, editing, and producing videos for various purposes.
- Animation: Basics of creating animations through software like Adobe Animate or Blender.

## 5. Information Technology and Networking

Understanding IT systems and networks is increasingly important. Key areas include:

- Networking Basics: Learning about network architecture, protocols, and security.
- System Administration: An overview of managing and maintaining computer systems.
- Cloud Computing: Understanding how cloud services work and their benefits for businesses and individuals.

## Integrating Real-World Applications

A high school technology curriculum should not only focus on theoretical knowledge but also emphasize real-world applications. This can be achieved through:

- Project-Based Learning: Students work on projects that mimic real-life scenarios, allowing them to apply their knowledge in practical contexts.
- Internships and Industry Partnerships: Collaborating with local businesses and organizations to provide students with hands-on experiences and mentorship opportunities.
- Competitions and Challenges: Encouraging participation in technology-related competitions, such as coding contests or robotics tournaments, to foster teamwork and innovation.

## Challenges in Implementing a Technology Curriculum

While establishing a robust technology curriculum is crucial, there are challenges that schools may face, including:

1. Resource Allocation: Limited budgets can restrict access to up-to-date technology and software.
2. Teacher Training: Ensuring educators are adequately trained to teach new technologies can be a significant hurdle.
3. Curriculum Updates: Technology evolves quickly, necessitating regular updates to the curriculum to keep pace with advancements.
4. Student Engagement: Finding ways to engage students in technology subjects can be challenging, especially if they perceive them as difficult or irrelevant.

## Future Trends in High School Technology Education

As technology continues to evolve, so too will the high school technology curriculum. Emerging trends include:

- Artificial Intelligence (AI): Introducing AI concepts and applications to prepare students for a future where AI plays a central role in various industries.
- Cybersecurity Education: With increasing concerns about data breaches and cyber threats, schools may place a stronger emphasis on cybersecurity principles.

- Interdisciplinary Approaches: Combining technology education with other subjects, such as science, math, and art, to provide a holistic learning experience.
- Online and Blended Learning: Utilizing online platforms for technology education, allowing for greater flexibility and access to resources.

## **Conclusion**

The high school technology curriculum is a fundamental component of modern education, equipping students with vital skills and knowledge that will serve them in their future academic and professional pursuits. By incorporating a diverse range of subjects, promoting hands-on learning, and addressing the challenges of implementation, schools can create a technology curriculum that not only prepares students for the realities of today's digital world but also inspires them to innovate and lead in the future. As technology continues to advance, it is imperative that educational institutions remain adaptive and forward-thinking, ensuring that students are not only consumers of technology but also creators and problem solvers in an ever-evolving landscape.

## **Frequently Asked Questions**

### **What are the key components of a high school technology curriculum?**

Key components typically include programming, web development, computer science principles, digital media production, robotics, and cybersecurity.

### **How does a technology curriculum prepare students for future careers?**

A technology curriculum equips students with essential skills such as critical thinking, problem-solving, and technical proficiency, which are highly valued in various careers, especially in STEM fields.

### **What role does coding play in high school technology education?**

Coding is fundamental as it teaches students how to create software and applications, enhances logical thinking, and fosters creativity and innovation.

### **How can technology curricula be adapted for remote learning?**

Technology curricula can be adapted for remote learning by incorporating online platforms, utilizing virtual labs, and providing interactive resources and assignments that engage students from home.

### **What are the benefits of integrating project-based learning in**





Explore the essentials of a high school technology curriculum that prepares students for the future.  
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