

BNS Computer Lab and Technology Class Description:

Every middle school BNS student partakes in a Computer Lab and Technology class each year.

This class includes a review of Google Drive and basic computer programs, as well as regular typing practice. Students complete lessons through Typing.com working towards a goal of touch typing consistently at a speed of 50 WPM by the end of 8th grade.

The students also work to grow as responsible digital citizens through the Common Sense Media Curriculum, learning to stay safe and be kind online. The Tech Ed. portion of the class uses the Standards of Technological Literacy (STLs) set forth by ITEEA for guidance. Below are some highlighted goals for Tech Ed at the middle school level:

- Students explore the seven different fields of technology as described in the STLs: medical, agricultural and biotechnologies, energy and power, information and communication, transportation, manufacturing, and construction.
- Students learn how to approach and think through problems based on real world scenarios.
- Students demonstrate the basics of completing technical drawings and 3D modeling to design a technological solution.
- Students explore technology and engineering related careers.
- Students develop problem solving skills by brainstorming solutions to real world scenarios.



Blacksburg
New School

2500 North Main Street | Blacksburg, VA 24060 | P: 540 552 6693 | F: 540 552 5115

www.blacksburgnewschool.org

- Students demonstrate the ability to use a design process to assess a problem and design a solution.
- By examining global engineering challenges, students explore the impact of technology in society.
- Students explore copyright and trademark laws, including Fair Use, evaluating their impacts on technology and modern society.
- Students investigate using electronic and microcontroller systems.
- Students are presented opportunities to further explore different areas of technology and its uses based on their interest. These opportunities might include working in animation, game design, robotics, and video editing, as well as areas of engineering.