



**Lesson 4-**

**Technology Systems Model (T.S.M.) & the Lakeview “Problem Solving Model”**

What is a Technology Systems Model: \_\_\_\_\_

\_\_\_\_\_.(10)

Fill in the blanks by listing the seven **RESOURCES** below:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_

**Resource Answers:** \_\_\_\_\_ (10)

Resources are: \_\_\_\_\_.

Input is: \_\_\_\_\_.

Process is: \_\_\_\_\_.

Output is: \_\_\_\_\_.

Feedback is: \_\_\_\_\_.

List the steps in the “**Lakeview Problem Solving Model**”: 1. \_\_\_\_\_

2. \_\_\_\_\_ 3. \_\_\_\_\_.

4. \_\_\_\_\_.

**LV “PSM” Answers:** \_\_\_\_\_ (10)

**Lesson 5** – (this could be a printout from the notes)

Write your summary of this module below:(You should write something from each lesson on each line)

L 1: \_\_\_\_\_

L 2: \_\_\_\_\_

L 3: \_\_\_\_\_

L 4: \_\_\_\_\_

L 5: \_\_\_\_\_

\_\_\_\_\_. (10)

**CAREER GUIDANCE REPORT:**

**STUDY GUIDE** turned in at the end of the module.

**C.G. NOTES:** \_\_\_\_\_ (10)

**Study Guide:** \_\_\_\_\_ (5)

**WORKSHEET TOTAL:** \_\_\_\_\_



## INTRODUCTION TO TECHNOLOGY Study Guide for Post Test

### 1. What is technology? (Lesson 1-Whats Technology?)

Technology is the use of scientific knowledge to improve the quality of life.

Technology is the use of computers to make life easier.

Technology is the ability of people to understand how technology affects them now and how it might affect them in the future.

Technology is a teaching tool.

### 2. What is Educational Technology? (Lesson 1- Educational Technology)

Teaching about technology as a subject area, like math or English.

Using technology as a teaching tool to enhance the teaching and learning process.

The ability of people to understand how technology affects them now and how it might affect them in the future.

The use of scientific knowledge to improve the quality of life.

### 3. "Teaching about technology as a subject area, like math or English," describes which term?

Technological literacy      Educational technology      Information technology      Technology education

### 4. Some examples of educational technology are (Lesson 1 Educational Tech.).

microscopes and telescopes.

film projectors and overhead projectors.

responders and interactive white boards.

All of the above are correct.

### 5. Tech-Design is (Les. 1The Tech Design Experience) that will help you increase your technological literacy.

an educational technology tool

a course in science, math, and engineering

a computer course

All of the above are correct.

### 6. The level of technology and the improvements it brings is (Les. 2 Technology Around the World)

the same around the world.      higher in developing countries.      higher in developed countries.

low everywhere.

### 7. The technology gap is (L2-Technology Around the World) ?

the difference in technological development between rich and poor countries.

providing food, shelter, and education for developing nations..

the use of scientific knowledge to improve the quality of life.

technology that continues to grow at ever-increasing speeds.

### 8. Access to information and communications technologies (ICTs) requires which three things?

(L2-Technology Around the World)

exponential growth, scientific knowledge, and ability

organization, resources, and technology

money, technology, and education

education, ability, and organizations that can make it happen

### 9. Many developed countries are looking for ways to bring (L2-Technology Around the World) to

the developing world to help close the technology gap.

food and shelter                      information and technology                      education and money  
exponential growth and scientific knowledge

10. In terms of technology, exponential growth means that the more technology we develop, the \_\_\_\_\_ (Les. 2 Exponential Growth) \_\_\_\_\_ we will develop new technology.  
less                      better                      faster                      easier

11. What is a cluster? (L3-What are Technology Clusters?)  
a type of technology.                      a system                      a group or bunch                      a cereal

12. The study of technology is broken down into the following three systems: (L 3-Types of Systems)  
Informational, Physical, Biological  
Transportation, Construction, Manufacturing  
Universe, Atmosphere, Ocean, Continent and Environment  
Technological, Exponential, Global

13. \_\_\_\_\_ (L3-Communications) \_\_\_\_\_ is an Informational System.  
Manufacturing                      Construction                      Bio-Related                      Communications

14. \_\_\_\_\_ (L 3- Transportation) \_\_\_\_\_ is the movement of people or goods from one place to another.  
Construction                      Technology                      Manufacturing                      Transportation

15. The technology that has to do with living things is called \_\_\_\_\_ (L3-Bio-Related) \_\_\_\_\_ Technology.  
Communications                      Bio-Related                      System                      Cluster

16. \_\_\_\_\_ (L4-Input) \_\_\_\_\_ is the command given to the systems and the resources put into the system to achieve the desired result.  
Output                      Feedback                      Input                      Process

17. TSM is based on \_\_\_\_\_ (L 4- The Technology Systems Model) \_\_\_\_\_  
evolution and anthropology.                      experience and analysis.                      expertise and astronomy.  
                    economics and academics.

18. \_\_\_\_\_ (L4-Feedback) \_\_\_\_\_ is an evaluation of the system that allows you to change and improve the system.  
Output                      Input                      Feedback                      Process

19. The end result of the system is the \_\_\_\_\_ (L4-Output) \_\_\_\_\_.  
input                      process.                      feedback                      output

20. The \_\_\_\_\_ (L4-Process) \_\_\_\_\_ is the action of the system, or how the system achieves the desired result.  
process                      resource                      feedback                      input

21. If too much weight is on one side of a small boat, it will \_\_\_\_\_ (L5-What Floats Your Boat) \_\_\_\_\_, or lean over to one side.  
heel                      kneel                      wheel                      reel

22. If an object tends to float on a liquid or rise in air or gas it is \_\_\_\_\_ (L5-What Floats Your Boat) \_\_\_\_\_.  
buoyant.                      displaced.                      a boat.                      submerged.

23. "A body immersed in a fluid is buoyed up by a force equal to the weight of the displaced fluid" defines what principle? (L5-What Floats Your Boat)

Archipelagos                      Apollo's                      Archimedes                      Arch nemeses

24. An example of \_\_\_\_\_ (L5-What Floats Your Boat) \_\_\_\_\_ is when a boat is put in the water it pushes some water aside.

replacement                      detraction                      reflection                      displacement

25. If a boat has stability, that means it \_\_\_\_\_.  
will heel                      won't tip over easily                      is buoyant                      won't ever tip over

## Answer Key

This appendix provides the answer key to the paper course test.

The electronic course test is composed of 25 randomly selected questions taken from the bank of all unit test questions.

What is technology?

**Technology is the use of scientific knowledge to improve the quality of life.a.**

Technology is the use of computers to make life easier.b.

Technology is the ability of people to understand how technology affects them now and how it c. might affect them in the future.

Technology is a teaching tool.d.

What is Educational Technology?

Teaching about technology as a subject area, like math or English.a.

**Using technology as a teaching tool to enhance the teaching and learning process.b.**

The ability of people to understand how technology affects them now and how it might affect c. them in the future.

The use of scientific knowledge to improve the quality of life.d.

“Teaching about technology as a subject area, like math or English,” describes which term?

Technological literacya.

Educational technologyb.

Information technologyc.

**Technology educationd.**

Some examples of educational technology are:

microscopes and telescopes.a.

film projectors and overhead projectors.b.

responders and interactive white boards.c.

**All of the above are correct.d.**

Tech-Design is \_\_\_\_\_ that will help you increase your technological literacy.

**an educational technology toola.**

a course in science, math, and engineeringb.

a computer coursec.

All of the above are correct.d.

In terms of technology, exponential growth means that the more technology we develop, the \_\_\_\_\_ we will develop new technology.

lessa.

betterb.

**fasterc.**

easierd.

The level of technology and the improvements it brings is

the same around the world.a.

higher in developing countries.b.

**higher in developed countries.c.**

low everywhere.d.

The technology gap is

**the difference in technological development between rich and poor countries.a.**

providing food, shelter, and education for developing nations.b.

the use of scientific knowledge to improve the quality of life.c.

technology that continues to grow at ever-increasing speeds.

Access to information and communications technologies (ICTs) requires which three things?

exponential growth, scientific knowledge, and abilitya.

organization, resources, and technologyb.

money, technology, and educationc.

**education, ability, and organizations that can make it happend.**

Many developed countries are looking for ways to bring \_\_\_\_\_ to the developing world to help close the technology gap.

food and sheltera.

**information and technologyb.**

education and moneyc.

exponential growth and scientific knowledged.

The study of technology is broken down into the following three systems:

**Informational, Physical, Biologicala.**

Transportation, Construction, Manufacturingb.

Universe, Atmosphere, Ocean, Continent and Environmentc.

Technological, Exponential, Globald.

\_\_\_\_\_ is the movement of people or goods from one place to another.

Constructiona.

Technologyb.

Manufacturingc.

**Transportationd.**

The technology that has to do with living things is called \_\_\_\_\_ Technology.

Communicationsa.

**Bio-Relatedb.**

Systemc.

Clusterd.

What is a cluster?

a type of technologya.

a systemb.

**a group or bunchc.**

a cereald.

\_\_\_\_\_ is an Informational System.

Manufacturinga.

Constructionb.

Bio-Relatedc.

**Communicationsd.**

\_\_\_\_\_ is the command given to the systems and the resources put into the system to achieve the desired result.

Outputa.

Feedbackb.

**Inputc.**

Processd.

TSM is based on

evolution and anthropology.a.

**experience and analysis.b.**

expertise and astronomy.c.

economics and academics.

\_\_\_\_\_ is an evaluation of the system that allows you to change and improve the system.

Outputa.

Inputb.

**Feedbackc.**

Processd.

The end result of the system is the \_\_\_\_\_.

inputa.

processb.

feedbackc.

**outputd.**

The \_\_\_\_\_ is the action of the system, or how the system achieves the desired result.

**processa.**

resourceb.

feedbackc.

inputd.

If too much weight is on one side of a small boat, it will \_\_\_\_\_, or lean over to one side.

**heela.**

kneelb.

wheelc.

reeld.

If an object tends to float on a liquid or rise in air or gas it is

**buoyant.a.**

displaced.b.

a boat.c.

submerged.d.

“A body immersed in a fluid is buoyed up by a force equal to the weight of the displaced fluid” defines what principle?

Archipelagos.a.

Apollo'sb.

**Archimedes.c.**

Arch nemesesd.

An example of \_\_\_\_\_ is when a boat is put in the water it pushes some water aside.

replacementa.

detracti**o**n**b.**

reflecti**o**n**c.**

**displacementd.**

If a boat has stability, that means it will heel.a.

**won't tip over easily.b.**

is buoyant.c.

won't ever tip over.

# INTRODUCTION TO TECHNOLOGY

STUDY GUIDE V6.00.01

Circle the correct answers to these questions. This study guide can then be used on the Post Test!

1. What is technology? 1-“What is technology”  
*A. Technology is the use of scientific knowledge to improve the quality of life. B. Technology is the use of computers to make life easier. C. Technology is the ability for people to understand how technology affects them now and in the future. D. Technology is a teaching tool.*
2. What is Educational Technology: 1-Educational Technology?  
*A. Teaching about technology as a subject area, like math or English. B. Using technology as a teaching tool to enhance the teaching and learning process. C. The ability for people to understand how technology affects them now and in the future. D. The use of scientific knowledge to improve the quality of life.*
3. “Teaching about technology as a subject area, like math or English.” Describes which term?  
1-Technology Education.  
*A. Technological literacy. B. Educational technology. C. TENCEL. D. Technology education.*
4. Tech-Design is: 1-“The Tech-Design Experience”?  
*A. Resources, the Timeline, and Challenges. B. an interactive multimedia learning tool. C. a type of technology education. D. another name for the Technology textbook.*

5. Which resource teaches you how the topic you are studying has developed from the past through the present? 1-The Tech-Design Experience  
**A. Student Journal B. Timeline C. Challenges D. Bookmark**
6. This resource is an online version of a notebook. 1-The Tech-Design Experience  
**A. Bookmark B. Internet Link C. Challenges D. Student Journal**
7. Technology transfer means that: 2-Technology Tomorrow.  
**A. technology is transferred from one country to another. B. richer countries develop technology more quickly than poorer countries. C. technology developed for one purpose is found to be useful for another. D. technology is futuristic.**
8. The level of technology and the improvements it brings is: 2-Technology around the world.  
**A. the same around the world. B. higher in developing countries. C. higher in developed countries. D. low everywhere.**
9. The technology gap is: 2-Technology Around the World.  
**A. the difference in technological development between rich and poor countries. B. providing food, shelter, and education for developing nations. C. the use of scientific knowledge to improve the quality of life. D. technology that continues to grow at ever-increasing speeds.**
10. Access to information and communications technologies (ICT's) requires which three things?  
2-Technology Around the World.  
**A. exponential growth, scientific knowledge, and ability B. organization, resources, and technology C. money, technology and education D. education, ability, and organizations that can make it happen.**
11. Many developed countries are looking for ways to bring 2-Technology Around the World to developing world to help close the technology gap.  
**A. food and shelter. B. information and technology. C. education and money D. exponential growth and scientific knowledge.**
12. In terms of technology, exponential growth means that the more technology we develop, the 2-Exponential Growth we will develop new technology. **A. less B. better C. faster D. easier**
13. The five technology clusters are: 3-What are Technology Clusters? ?  
**A. Informational, Physical, Biological Genetic, Cellular. B. Communications, Transportation, Construction, Manufacturing, and Bio-Related C Environmental Impacts, Timeline, Challenges, Bookmark, Careers. D. Virtual Reality, Aerodynamics, Fluid Power, Controls and Sensors, Ecology**
14. What is a cluster? 3-What are Technology Clusters?.  
**A. a type of technology B. a system C. a group or bunch. D. a cereal.**
15. The study of technology is broken down into the following three systems: 3-Types of Systems.  
**A. Informational, Physical, Biological. B. Transportation, Construction, Manufacturing. C. Bio-Related, Communications, Construction. D. Technological, Exponential. Global.**
16. 3-Transportation Technology is the movement of people or goods from one place to another.  
**A. Construction B. Technology C. Manufacturing D. Transportation**
17. The technology that has to do with living things is called 3-Bio-Related Technology Technology.  
**A. Communications B. Bio-Related C. System D. Cluster**
18. 3-Types of Systems is an Informational System.  
**A. Manufacturing B. Construction C. Bio-Related D. Communications**
19. The five parts of the Technology Systems Model are: 4-What is the Technology Systems Model? ?  
**A. Technology, Feedback, Models, Systems, and Processes. B. Communications, Transportation, Construction, Manufacturing, and Bio-Related. C. Environmental Impacts, Timeline, Challenges, Bookmark, Careers. D. Resources, Input, Process, Output, and Feedback.**
20. TSM is based on: 4-What is the Technology Systems Model? ?

*A. evolution and anthropology. B. experience and analysis. C. expertise and astronomy. D. economics and academics.*

21. 4-Input is the command given to the system and the resources put into the system to achieve the desired result.

*A. Output B. Feedback C. Input D. Process*

22. The 4 Process is the action of the system, or how the system achieves the desired result.

*A. process B. resource C. feedback D. input*

23. The end result of the system is the 4-Output.

*A. input B. process C. feedback D. output*

24. 4-Feedback is an evaluation of the system that allows you to change and improve the system.

*A. Output B. Input C. Feedback D. Process*

25. An example of 5-What Floats Your Boat is when a boat is put in the water it pushes some water aside.

*A. replacement B. detraction C. reflection D. displacement*

26. If an object tends to float on a liquid or rise in air or gas it is 5-What Floats Your Boat?.

*A. buoyant. B. displaced. C. a boat. D. submerged*

27. 5-What Floats Your Boat explains the buoyancy of ships and other vessels in water as well as the rise of a balloon in the air.

*A. Bathtub water B. Archimedes Principle C. Technology Systems Model D. Technology clusters*

28. "A body immersed in a fluid is buoyed up by a force equal to the weight of the displaced fluid" defines what principle? 5-What Floats Your Boat

*A. Archipelagos B. Apollo's C. Archimedes D. Arch nemeses*

29. If a boat has stability, that means it 5-What Floats Your Boat?

*A. will heel. B. won't tip over easily. C. is buoyant. D. won't ever tip over*

30. If too much weight is on one side of a small boat, it will 5-What Floats Your Boat, or lean over to one side.

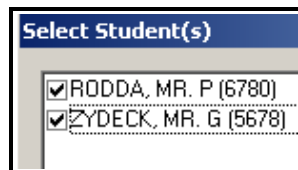
*A. heel B. kneel C. wheel D. reel*

## Lesson 1, Using the Student Journal Activity Data Sheet

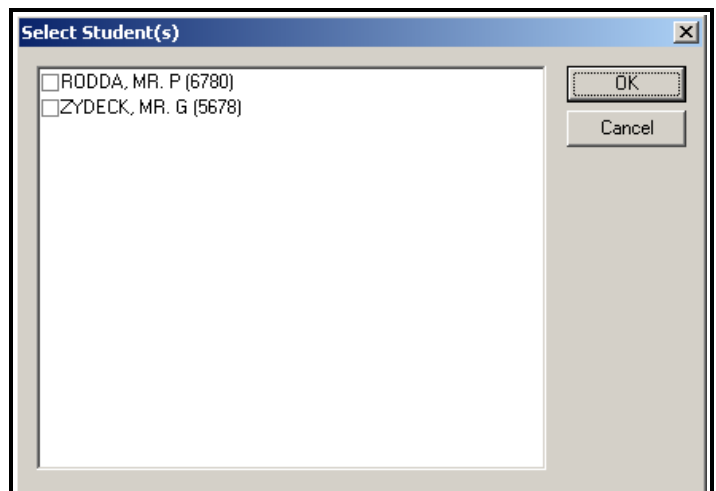
1. Click on the **Resources** button and select **Student Journal** from the menu.

2. Next, in the "Select Student(s) box that opens, click inside the little box next to each student's name.

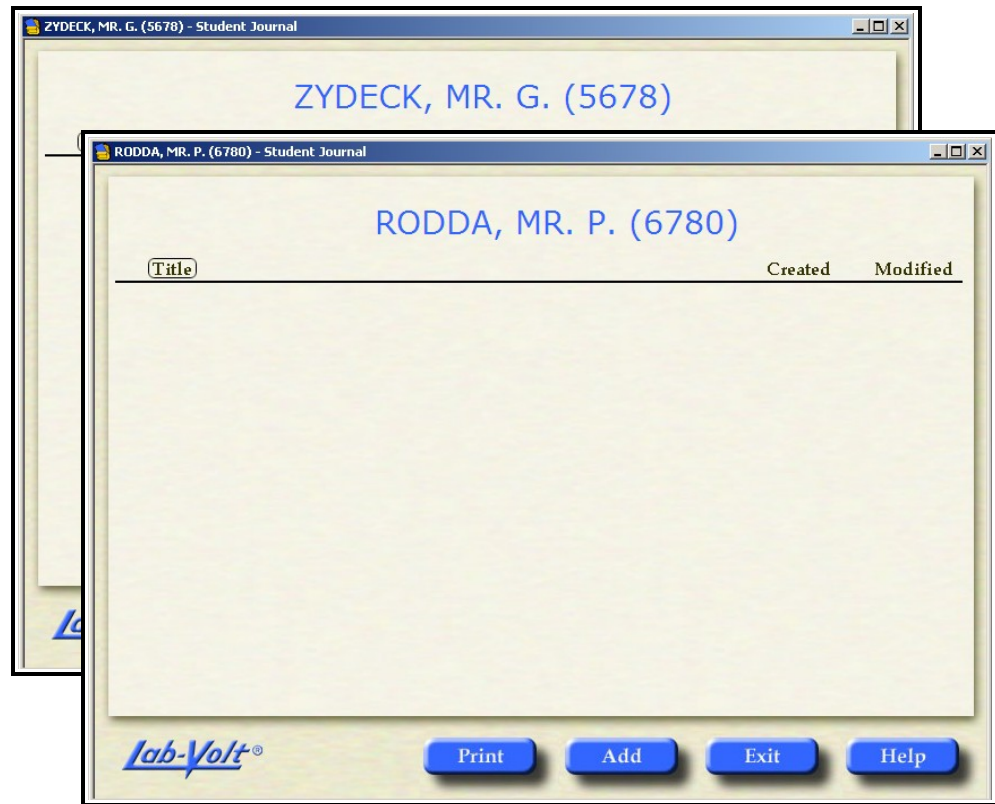
This puts a check mark in it.



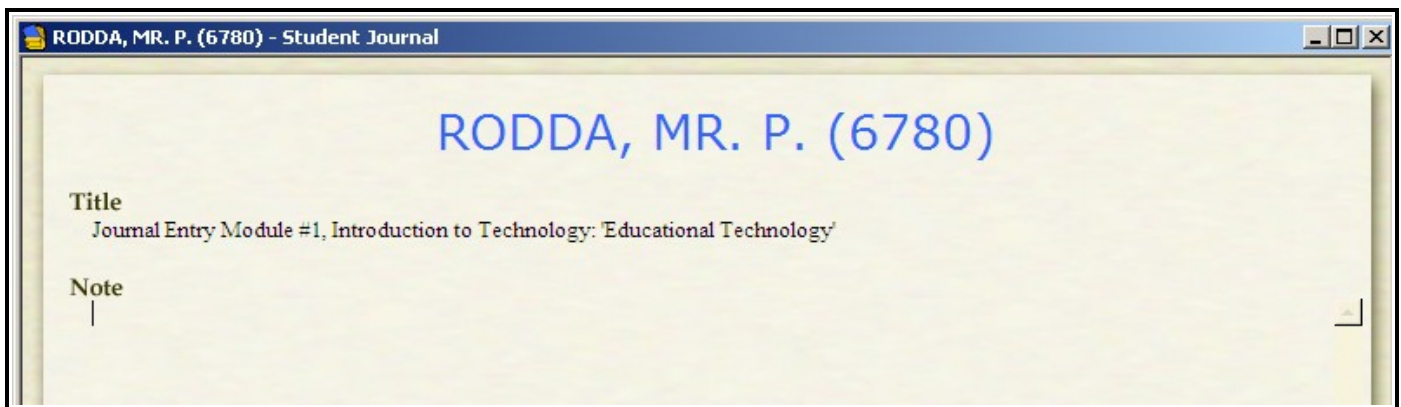
3. Click the OK button.



4. You should see each person's journal like the picture below. Both journals should open, but one will be behind the other.

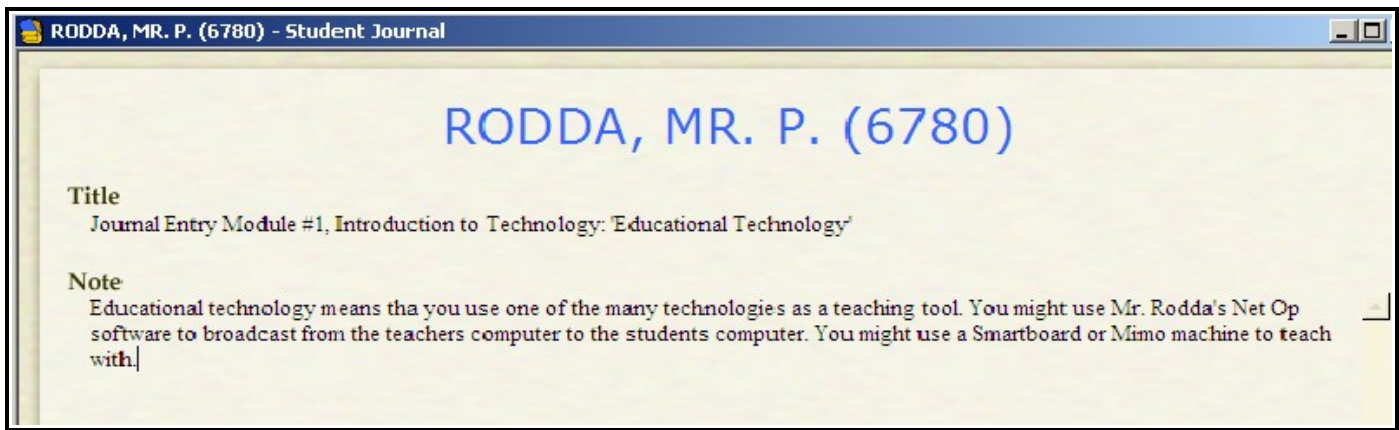


5. To insert new information, click the **Add** button. The **cursor** will be blinking in the Title section. Type/Enter: **Journal Entry Module #1, Introduction to Technology: “Educational Technology”**.



6. Click the mouse just below the Note section (or press *Tab* to move your cursor there). Type a summary of what you think Educational Technology is, in your own words. Type about

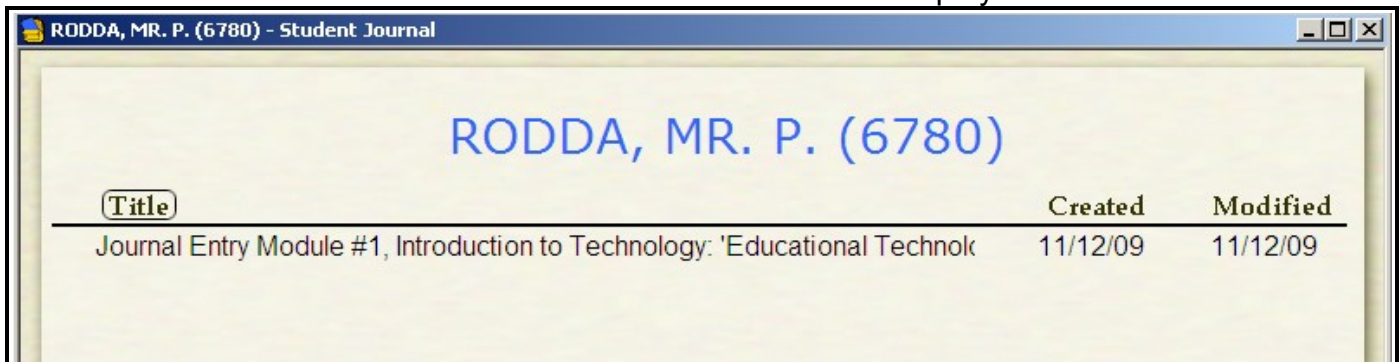
Your screen should look similar to the figure below.



7. Below your summary of Educational Technology, write/add something you learned about this class. It could be about the software, the class orientation, the lab. It is anything you know about the class. You should write at least two sentences.

8. **Click the “OK” button** to save this information. Do Not click the X button at the top left of your screen.

9. You should now see your note listed under the Title column in your journal. The date you created the note and the last date that it was modified are also displayed.



10. You can go back and edit the journal entry at any time. You would open the journal and then click on any of the Titles you created. Then add or delete text. Remember to click OK to save.

11. Optional Elective Information you could add to this assignment.

12. Click on the note title. This opens the note so that you can modify it. Click at the end of your line of text and press *Enter* twice. Add the following text: **See also: Technology Education** Now you will practice adding a note on your own. You will need to find information in the multimedia presentation and then return to the journal to enter the information.

Remember: Press *Alt + Tab* to switch back and forth between your journal and the presentation.

7. Add a new note titled Technology Education. Then go back through the presentation and find the definition of technology education. Add the definition to the new note.

8. In many Tech-Design lessons you learn New Terms and Words. Compiling a vocabulary list in your journal is a good way to keep track of these words. Add a new note titled, Vocabulary: intuitive.

9. Find “intuitive” in the multimedia presentation and copy the definition into the note. (If you begin all vocabulary note titles with the word “Vocabulary,” they will be easier to locate in your list of note titles, because they will be grouped together.)

10. To delete a note, open the note and click the **Delete** button at the bottom left area of the window.

Once you have finished, click on the **Forward** arrow to resume the lesson.

## Lesson 2, Fantastic Future Activity Data Sheet

Name: \_\_\_\_\_ Date: \_\_\_\_\_

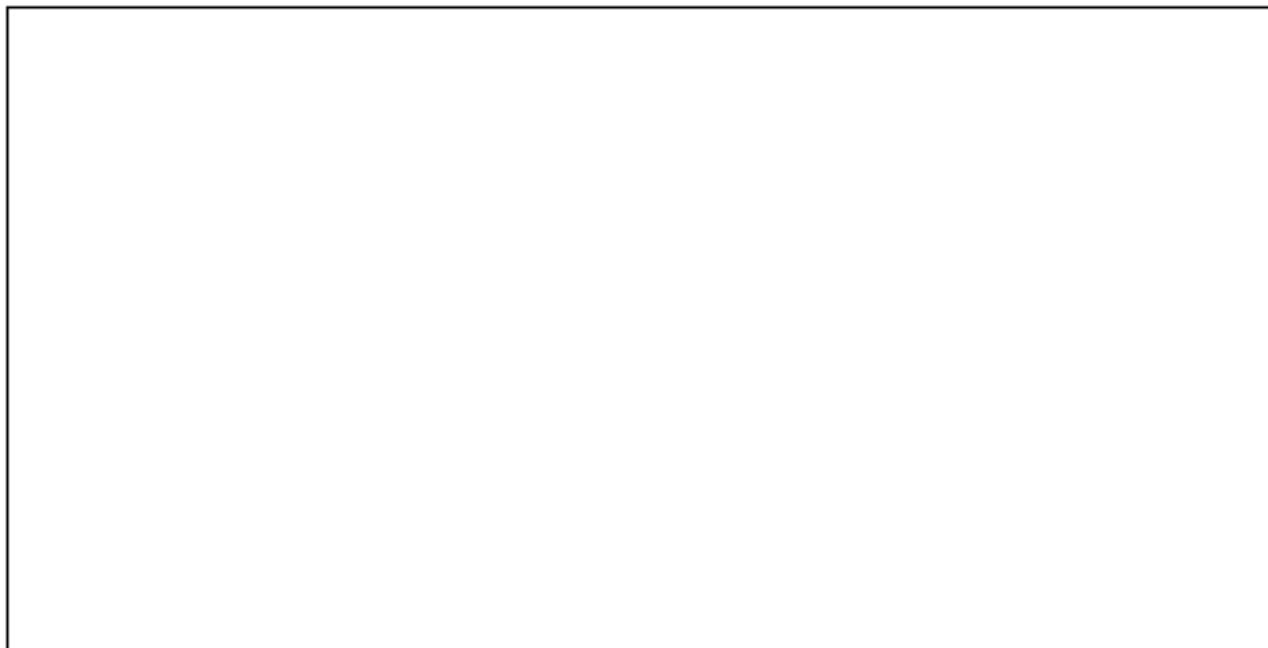
In this activity, you are going to research a specific technology and how it works. Once you understand the basics, you will come up with a new use for that technology, one that might be a reality in the future. Then you will draw a picture of your idea. Let your imagination be your guide.

1. Think about a type of technology you use every day. Choose one that you would like to research.

2. Click on the **Resources** button and select **Internet Link** from the menu. Access a search engine and type in the technology you chose followed by the word “technology.” (For example, “cell phone technology.”) You can also go to [www.howstuffworks.com](http://www.howstuffworks.com) and start your research there.

3. Don't spend too much time researching. Just get a basic idea of how your technology works so that you can think of ways it might be useful in the future. Write down your ideas as you think of them.
4. Choose the idea you like best. Use this data sheet to sketch your idea. Then get some markers and paper and draw a picture of your idea.
5. Use your Student Journal to record what your new technology is for and how it works. Your instructor may have you present your idea to the class.

### Sketch Area



## Lesson 3, Cereal Detective Activity Data Sheet

Name: \_\_\_\_\_ Date: \_\_\_\_\_

In this activity, you are going to research how a specific cereal ingredient gets from its point of origin to your breakfast table. You will then write a short story. The following is a list of ingredients for an organic cereal called **Cheetah Chomps** made by **EnviroKidz™**.

**Ingredients:** Organic whole wheat meal, organic evaporated cane juice, organic brown rice flour, organic cornmeal, organic corn flour, inulin (from chicory root), organic whole oat flour, calcium carbonate, natural strawberry flavor, sea salt, Vitamin D (Cholecalciferol), reduced iron.

Choose one ingredient to research and then, using your notes, write a short story on notebook paper (2-3 paragraphs) that includes the following information:

- a. How the ingredient is grown.
  - b. Where the ingredient is typically grown.
  - c. How it is handled and transported from its origin to the grocery store.
  - d. Other food products that contain the ingredient.
  - e. Other uses for the ingredient.
  - f. Any interesting facts about the ingredient.
  - g. print out one of the web pages you got your information from.
- Use the space below to take notes on your research.

**Notes:**

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\*\*\*\*ON THE BACK MAKE A DRAWING OF YOUR CEREAL BOX!!!!

## Lesson 4, Simple Separation Activity Data Sheet

Name: \_\_\_\_\_ Date: \_\_\_\_\_

In this activity, you are going to use the Technology Systems Model to solve a separation problem. Your instructor will give you a small plastic cup with a mixture of salt and pepper. You may also be given other items as resources. You must figure out how to separate the salt and pepper into two distinct materials.

Use the table below to record how you used TSM to solve this problem.

<b>RESOURCES</b>	

<b>INPUT</b>	
<b>PROCESS</b>	
<b>OUTPUT</b>	
<b>FEEDBACK</b>	

## **Lesson 5, Cluster Busters: Boats Activity Data Sheet**

**Name:** \_\_\_\_\_ **Date:** \_\_\_\_\_

Use the table below to describe how the technology clusters are connected within the boating industry. Choose a specific type of boat, such as a cruise ship, a sailboat, a motor boat, tanker, Ferry boat, kayak, military ship, etc. If you find a problem within one of the clusters, use TSM to solve it. (Use the data sheet on the next page.) For example, if a tanker is used to transport oil from one country to another, there may be the risk of an oil spill. That would fit in the Bio-Related cluster. The problem to solve would be how to prevent a spill from occurring. Use the Internet as a research tool.

**Type of Boat:**

<b>Construction</b>	
<b>Manufacturing</b>	
<b>Communications</b>	
<b>Transportation</b>	
<b>Bio-Related</b>	

## **Lesson 5, Cluster Busters: Boats Activity Data Sheet**

Name: \_\_\_\_\_ Date: \_\_\_\_\_

Cluster and Problem:

<b>RESOURCES</b>	
<b>INPUT</b>	

<b>PROCESS</b>	
<b>OUTPUT</b>	
<b>FEEDBACK</b>	

## Lesson 5, Float a Paper Boat Project Data Sheet

Name: \_\_\_\_\_ Date: \_\_\_\_\_

The object of this project is to use TSM to design and create a boat from a single piece of 6" x 12" card stock which will carry the most marbles without sinking. Your instructor will give you several pieces of card stock, cellophane tape, scissors, a plastic basin filled with water, and a bag of marbles. Your instructor may also provide you with 6" x 12" sheets of aluminum foil to practice with.

The following rules apply:

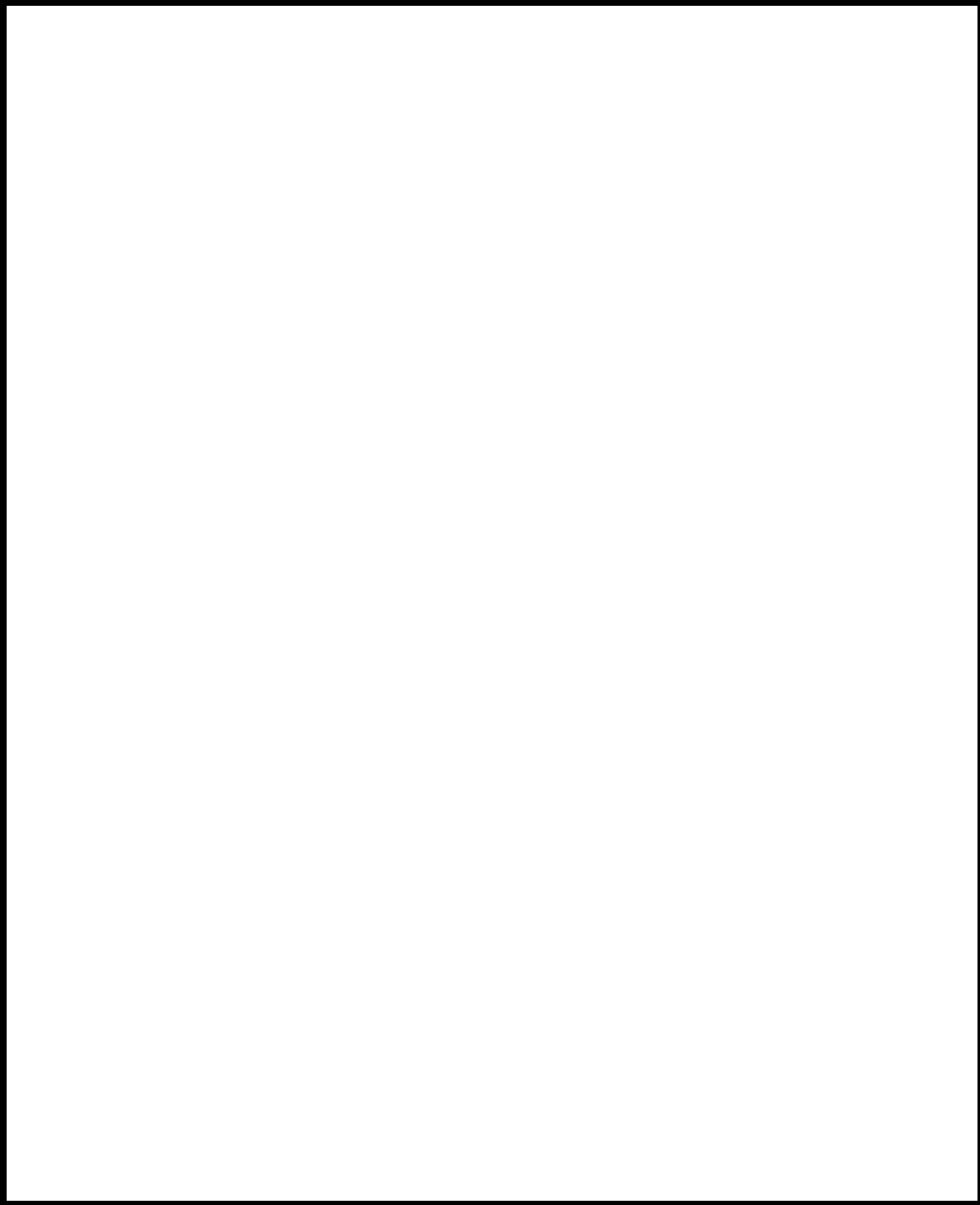
1. You may not have gaps between pieces of card stock that are taped together. No area may be added by the tape. All seams and joints must be card stock to card stock with no spaces between.

2. One team member must place the boat in the basin and load the marbles into the boat without physically touching the boat or the marbles already in place.
3. The loader must wait long enough after adding each marble to see if the boat sinks.
4. Be careful not to shake the table or bump the team member loading the marbles. This may cause waves in the basin that could swamp the boat and cause it to sink.

Use the spaces on the pages that follow to sketch several different boat designs. Then choose the one to create using the card stock, float it in the basin of water, and fill it with marbles, one at a time. Depending on how the boat performs, you may need to try your other designs as well until you determine the design that works best.

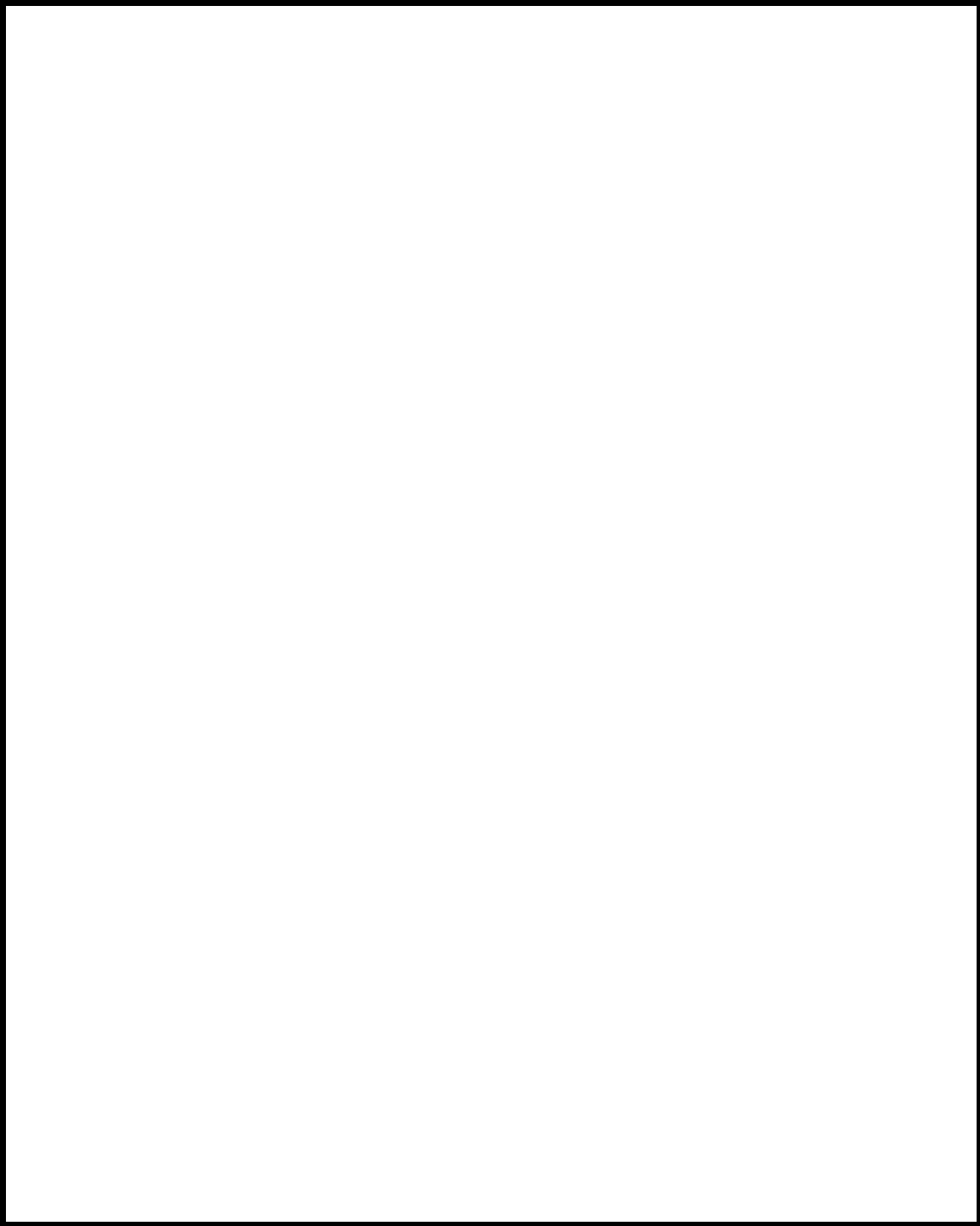
## **Design 1**

**Design 1**



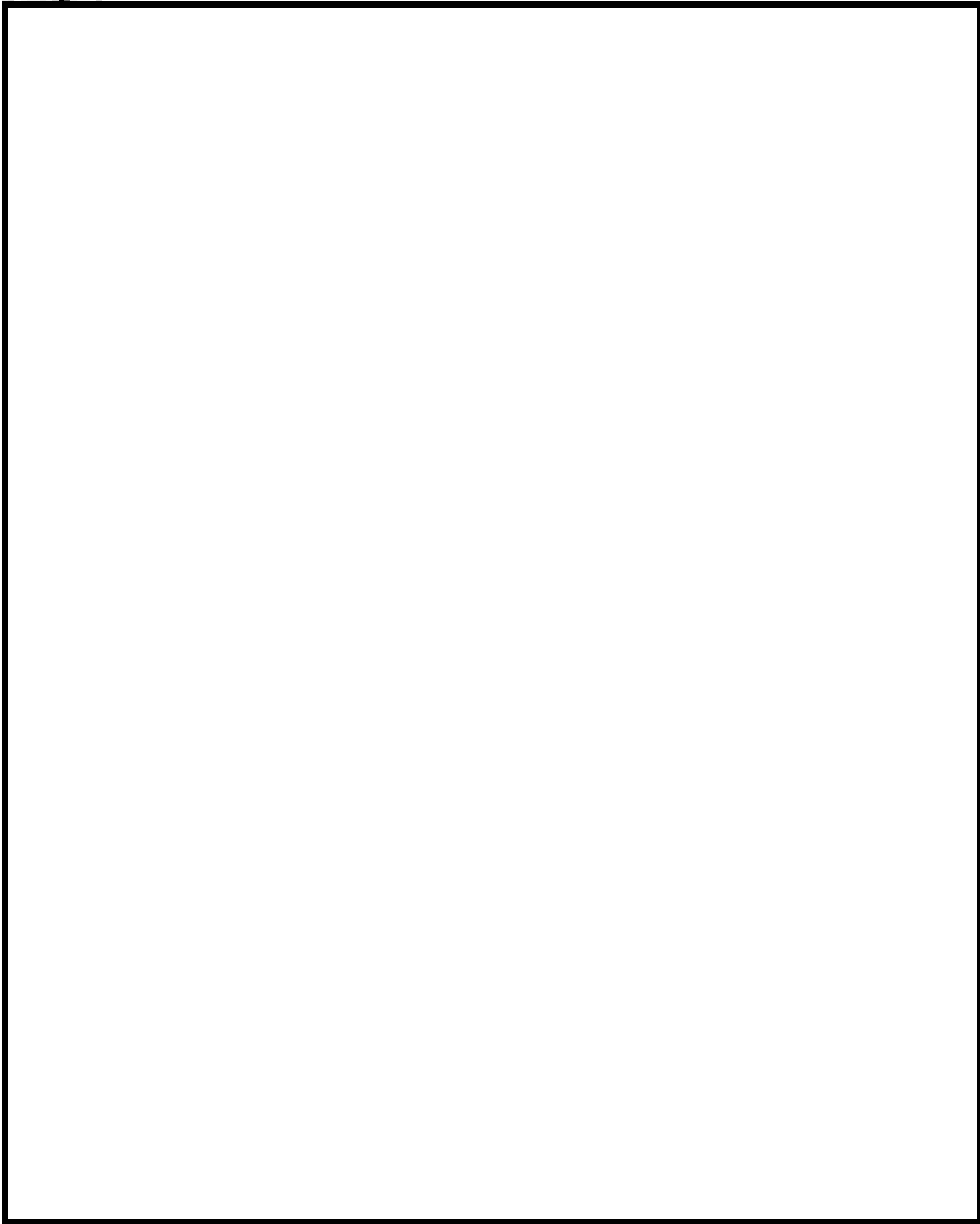
**Design 2**

**Design 3**

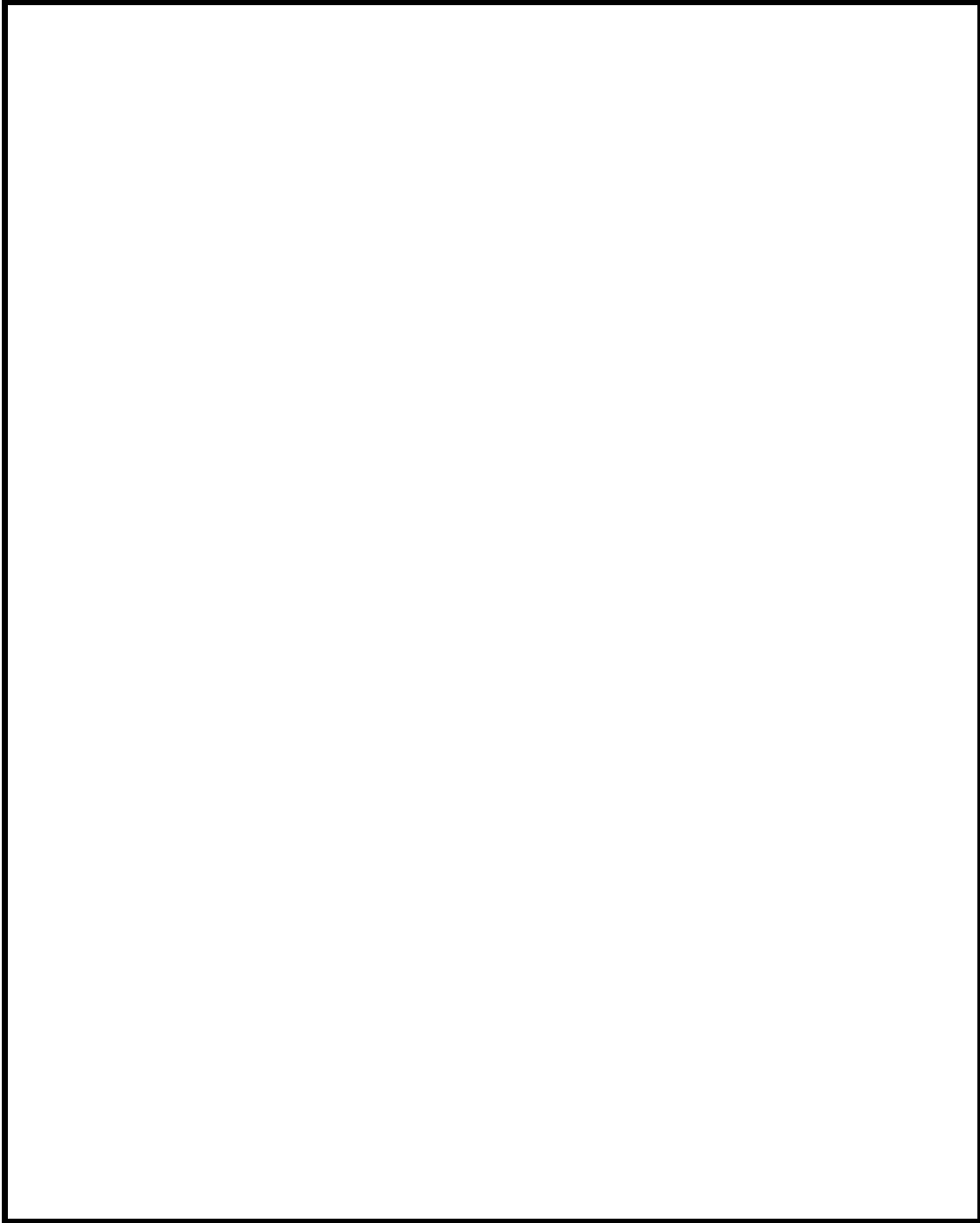


**Design 3**

Design 4



Design 4



**INTRODUCTION TO TECHNOLOGY**

**WORD SEARCH**

G	F	P	E	K	T	F	K	M	E	T	H	E	K	P
C	M	A	G	L	M	N	O	C	X	M	R	C	T	R
N	S	L	D	Q	A	N	E	E	A	G	I	E	E	O
E	E	E	E	D	E	M	T	M	O	B	M	T	L	B
O	N	O	L	Y	S	N	I	N	P	L	D	S	P	L
L	I	L	W	W	O	O	O	N	E	I	P	E	O	E
I	H	I	O	C	B	M	K	H	A	N	U	H	E	M
T	C	T	N	D	I	S	C	U	S	S	R	Q	P	F
H	A	H	K	C	Y	G	O	L	O	N	H	C	E	T
I	M	I	S	R	M	A	T	E	R	I	A	L	S	E
C	L	C	S	E	S	S	E	C	O	R	P	I	R	Z
H	O	N	T	L	G	N	I	V	L	O	S	N	X	N
M	O	D	U	L	E	T	U	P	T	U	O	P	Y	O
Y	T	S	Y	S	T	E	M	Z	J	P	C	U	K	R
X	B	T	N	A	L	P	Q	F	H	J	N	T	K	B

ANIMAL

BRONZE

CONTEXT

DISCUSS

EQUIPMENT

ERGONOMICS

FEEDBACK

HELMET

INPUT

KNOWLEDGE

MACHINES

MATERIALS

MODULE

MONEY

NEOLITHIC

OUTPUT

PALEOLITHIC

PEOPLE

PLANT

PROBLEM

PROCESSES

SOLVING

SYSTEM

TECHNOLOGY

TIME

TOOL

**LAKEVIEW JR. HIGH SCHOOL**  
**TECNOLOGY SYSTEM FOR PROBLEM SOLVING**

