

Curriculum Grade Book

Morgan County School District

Final, 01/11/2010

Career Choices-Technology

PL/VS

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Health Education																														
<ul style="list-style-type: none"> 1.4.01 (DOK 3) Supporting The learner will be able to analyze how responsible use of machinery; motorized vehicles (e.g., all terrain vehicles, motorcycle, automobile, personal watercraft) and firearms reduce the risk of accidents and save lives. 																														
<ul style="list-style-type: none"> 1.4.02 (DOK 2) ASSESSED The learner will be able to explain how proper first-aid procedures (CPR/rescue breathing) for responding to emergency situations (falls, drowning, choking, bleeding, shock, poisons, burns, temperature-related emergencies, allergic reactions, broken bones, overdose, heart attacks, seizures) can help reduce the severity of injuries and save lives. 																														
Physical Education																														
<ul style="list-style-type: none"> 2.1.01 (DOK 3) Supporting The learner will be able to analyze the principles for motor skills (e.g., accuracy, techniques, physics, mechanics) and make applications for improving these skills (locomotor, nonlocomotor, transitional). 																														
<ul style="list-style-type: none"> 2.1.02 (DOK 3) Supporting The learner will be able to infer how an analysis of specialized movement patterns (e.g., swinging golf clubs, shooting basketballs) and sequence evaluation (e.g., positioning, performing, following through) can be used to make recommendations for the improvement of skills used in individual, dual and team sports (e.g., golf, racket sports, softball, volleyball, basketball). 																														
<ul style="list-style-type: none"> 2.2.02 (DOK 3) Supporting The learner will be able to apply techniques (e.g., 																														

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practice, peer/teacher evaluation, individualized coaching) to achieve performance consistency in games and sports.																															

Consumerism

<ul style="list-style-type: none"> 3.1.01 (DOK 2) Supporting The learner will be able to explain ways to make responsible buying decisions in relation to wants (e.g., technology, name-brand clothing, jewelry, electronics) and needs (food, clothing, housing). 																															
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<ul style="list-style-type: none"> 3.1.02 (DOK 2) ASSESSED The learner will be able to compare products and services based on these factors (e.g., price, quality, features, availability, warranties, comparison shopping, impulse buying) to consider when making consumer decisions. 																															
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<ul style="list-style-type: none"> 3.1.03 (DOK 2) ASSESSED The learner will be able to explain why various factors that influence consumer decisions, such as peer pressure, desire for status, and advertising techniques (jingles/slogans, plain folks, magic ingredients, facts and figures, glittering generalities, endorsement/testimonial, bandwagon, snob appeal, emotional appeal, free gifts/rewards) are influential. 																															
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Vocational Studies

<ul style="list-style-type: none"> 4.3.01 (DOK 2) Supporting The learner will be able to describe how job market changes have resulted from scientific advancements and the increased use of technology in the global economy. 																															
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<ul style="list-style-type: none"> 4.3.02 (DOK 3) assessed The learner will be able to explain the purposes of technology tools (e.g., satellite, automated phone 																															
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