

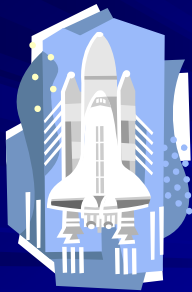
Technology Education in New Jersey

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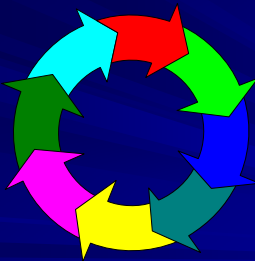
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Technology Education Philosophy



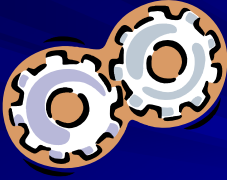
- Not Computer Education
- Design and problem solving
- Application of knowledge from other areas of the curriculum
- Contextual learning
- Higher order thinking skills

Nine Step Design Process



1. Identify a Problem or Opportunity
2. Frame a Design Brief
3. Research and Information Gathering
4. Alternate Solutions
5. Choosing a Solution
6. Developmental Work
7. Building
8. Testing and Evaluation
9. Redesign/Re-implementation

Example Activities



- K-12 Program
- Elementary School - Basic Electronics Activity
- Middle School - LEGO Robotics Design Activity
- High School – Reverse Engineering

Exemplary Program



- High Point Regional High School, Sussex, NJ
- TEANJ "5 Star Technology Education Program" and High School Program of the Year 2003-04
- Supervisor, Mark Wallace and Teachers Brian Drelick, Dan Muller, Ben Kapler, Allan Vandergoot, Steve Peltier, and Joe Portello

Value Added Outcomes



- Workforce Skills
- Achievement
- Innovation Capacity
- Technological Literacy
- Engineering & Design Fields
- Delivery System

National Standards



- Standards for Technological Literacy: Content for the Study of Technology
- Funded by NASA and the National Science Foundation
- Released in 2000

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- Standard 8 – Technological Literacy
- Standard 5.4
- 2004 Update to Licensing Rules
- 2003 High School Graduation Requirements Code

Issues Facing New Jersey



- Teacher Preparation Programs
- Gender Equity
- Professional Development
- Curriculum
- Facilities
- Assessment
