



# Flaws/Limits of Technology Lesson Plan

Grade Levels: 7-8

<b>Overview:</b>	The purpose of this lesson is to allow students to engage in understanding the flaws and limits behind technology.
<b>Objectives:</b>	After completing this project students will be able to: <ul style="list-style-type: none"><li>• Tell the advantages and limits to using smub.it and other websites.</li><li>• Deduce why these problems exist and brainstorm ways they could be fixed.</li></ul>
<b>Standards<sup>1</sup>:</b>	Standard 1: The Nature of Science and Technology <b>8.1.6:</b> Identify the constraints that must be taken into account as a new design is developed, such as gravity and the properties of the materials to be used.
<b>Material:</b>	<ul style="list-style-type: none"><li>• Computer</li></ul>
<b>Procedure:</b>	<ol style="list-style-type: none"><li>1. Have students research different flaws in past technologies and how these flaws have been fixed or deleted.</li><li>2. Have students dissect recently developed technologies and find the advantages and flaws behind them. (Smub.it, etc.)</li><li>3. Have students write a report about the website they researched.</li><li>4. Have students present the information they found and weigh the advantages and disadvantages of the website.</li></ol>
<b>Evaluation:</b>	The project will be the main grade for students. It will be graded on content and creativity.

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<sup>1</sup> Standard adopted from: [www.indianastandards.org](http://www.indianastandards.org)