



NATIONAL TECHNOLOGY STANDARDS

- Standard 1: Students will develop an understanding of the characteristics and scope of technology.
- Standard 2: Students will develop an understanding of the core concepts of technology.
- Standard 3: Students will develop an understanding of the relationships among technologies and the connections between technologies and other fields of study.
- Standard 4: Students will develop an understanding of the cultural, social, economic, and political aspects of technology.
- Standard 5: Students will develop an understanding of the effects of technology on the environment.
- Standard 6: Students will develop an understanding of the role of society in the development and use of technology.
- Standard 7: Students will develop an understanding of the influence of technology on history.
- Standard 8: Students will develop an understanding of the attributes of design.
- Standard 9: Students will develop an understanding of the engineering design.
- Standard 10: Students will develop an understanding of the role of troubleshooting, research and development, invention and innovation, and experimentation in problem solving.
- Standard 11: Students will develop the abilities to apply the design process.
- Standard 12: Students will develop the abilities to use and maintain technological products and systems.
- Standard 13: Students will develop the abilities to assess the impact of products and systems.
- Standard 14: Students will develop an understanding of and be able to select and use medical technologies.
- Standard 15: Students will develop an understanding of and be able to select and use agricultural and related biotechnologies.
- Standard 16: Students will develop an understanding of and be able to select and use energy and power technologies.
- Standard 17: Students will develop an understanding of and be able to select and use information and communication technologies.
- Standard 18: Students will develop an understanding of and be able to select and use transportation technologies.
- Standard 19: Students will develop an understanding of and be able to select and use manufacturing technologies.
- Standard 20: Students will develop an understanding of and be able to select and use construction technologies.

In ITEA's *Standards for Technological Literacy* publication, each standard above is further defined by "benchmarks . . . that detail the particular knowledge and abilities that students must attain in order to meet the standard." The table that follows measures TSA's competitive events against each standard and its benchmarks, providing insight into how the events might be used to complement curriculum.

NATIONAL TECHNOLOGY STANDARDS

Event	Standard Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1. Agriculture and Biotechnology Design		X	X	X	X	X	X				X		X	X	X	X					
2. Animatronics				X	X				X	X	X	X	X				X				X
3. Architectural Model									X	X	X	X	X								X
4. Career Comparisons																					
5. Chapter Team (Written and Oral)												X									
6. CAD, Architecture with Animation									X	X		X	X								X
7. CAD, Engineering with Animation									X	X		X	X								X
8. Construction Systems									X	X	X	X	X								X
9. Cyberspace Pursuit									X	X	X	X	X	X				X			
10. Debating Technological Issues		X	X	X	X	X	X	X		X	X	X						X			
11. Desktop Publishing									X			X						X			
12. Dragster Design									X	X	X	X	X	X				X	X	X	
13. Electronic Game Design									X	X	X	X	X					X			
14. Electronic Research and Experimentation									X	X	X	X	X	X			X				
15. Engineering Design		X	X	X	X	X			X	X	X	X	X								X
16. Essays on Technology		X	X	X	X	X	X							X							
17. Extemporaneous Presentation		X	X	X	X						X			X				X			
18. Fashion Design									X									X			
19. Film				X					X		X	X	X	X				X			
20. Flight Endurance				X					X	X	X	X							X		
21. Future Technology Teacher		X	X	X	X	X	X	X	X	X	X	X									
22. Imaging Technology									X	X		X	X					X			
23. Manufacturing Prototype						X	X		X	X	X	X	X	X							X
24. Medical Technology					X	X	X			X	X	X			X						
25. Music Production									X				X					X			
26. On Demand Video		X		X				X			X	X		X				X			
27. Prepared Presentation											X	X	X	X				X			
28. Promotional Graphics				X					X			X		X				X			
29. Radio Controlled Transportation									X	X	X	X	X	X					X	X	
30. SciViz		X		X		X		X			X	X						X			
31. Structural Engineering											X	X									
32. System Control Technology				X					X	X	X	X	X				X		X	X	X
33. Technical Sketching and Application									X	X		X									
34. Technology Bowl														X	X	X	X	X	X	X	X
35. Technology Dare									X	X	X	X	X				X				
36. Technology Problem Solving									X		X	X									
37. Transportation Modeling									X	X	X	X	X	X			X		X	X	

