About your Technology and Digitalisation II book



Technology and Digitalisation II ESO is organised into units and projects. The projects bring together content studied in the units.

UNITS

Unit introduction

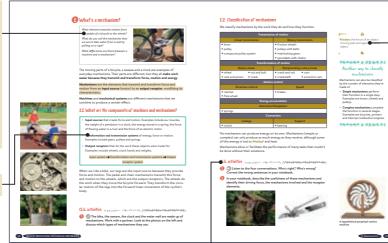
The opening pages are structured in the following way:



Development

These boxes introduce interesting facts or ask questions based on everyday life, experiments or images. This helps you to deduce what content will be covered in the section.

Key content is highlighted.



In the margins, there are glossary boxes with definitions of key vocabulary, as well as complementary texts that reinforce or extend the content.

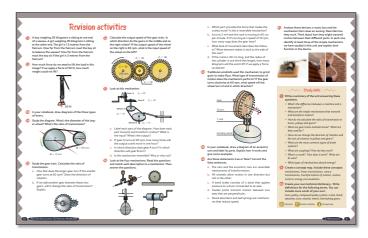
in the future.

Activities include listening and speaking tasks. Activities also cover various key competences and all activities cover the STEM and plurilingual competences.

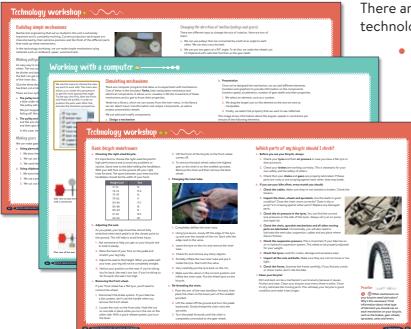
Revision activities

The Revision activities are organised by topic. They include a wide variety of different types of activity that cover the different key competences and all of them cover the STEM and plurilingual competences.

In the **Study skills** section, you'll make a summary of the unit, a concept map and a scientific glossary. You'll be able to use all of these resources to revise the contents of the unit.



Practical skills sections

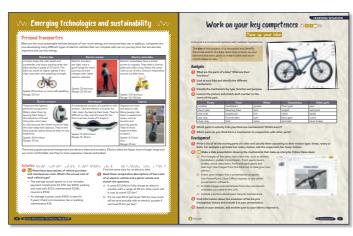


There are three sections that help you work on your practical technological skills:

- Working with technology. In this section, you'll learn about interesting methods and techniques for working with materials and tools, applying what you've learned throughout the unit.
 - Working with computers. In this section, you'll learn how to use information Technology as a tool to explore, analyse, design, model and digitalise technological objects.
 - **Technology workshop.** In this section, you'll use procedures and activities to analyse technological objects. You'll learn how to define any technological problem and set up problem-solving processes.

Emerging technologies and sustainability

In this section, you'll see how technological and digital developments are giving rise to new concepts and more environmentallyfriendly products. These new concepts and products will revolutionise our lives in the coming years.



The Learning situation in Work on your key competences

enables you to put the contents you've studied into practice in an integrated manner, as well as allowing you to relate them to the Sustainable Development Goals.

Throughout the unit there are **(LS** activities, which are connected to the Learning situation.

On your **GENI®X Desktop** there's a **Task guide**, which includes the self-assessment rubrics.

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Projects and the guided project $\dots \dots \bullet \bullet$

At the end of the book, you'll find three projects that bring together what you've learned in various units. These paced projects will allow you to use your **creativity** and **imagination** within a **project methodology** framework.

The guided project is designed so that you can apply project methodology to the design and construction of a car.



Symbols used in your book $\sim\!\!\sim\!\!\sim\!\!\sim$

Some sections and activities in this book are specifically designed to develop the **key competences** and to **focus on** aspects of your **individual development** and the **challenges of today's world**. The symbols below help you to identify these sections and activities. Remember that Biology and Geology mainly works on the STEM competence. This means that all of the activities in this book develop that competence, as well as the plurilingual competence.

KEY COMPETENCES

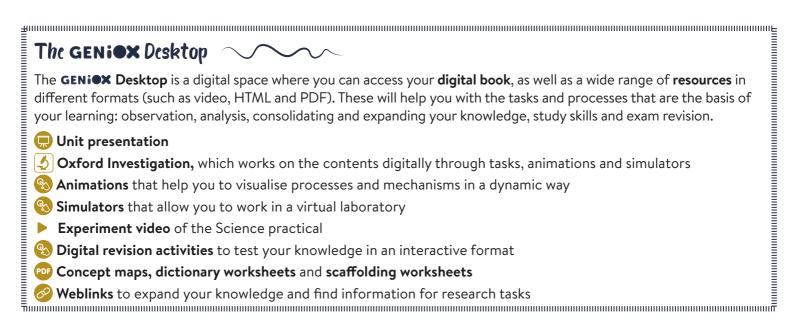
- Linguistic competence
- Plurilingual competence
- 🛄 Competence in Science, Technology, Engineering and Mathematics (STEM)
- Digital competence
- 😂 Personal and social competence and learning to learn
- 🛜 Civic competence
- **?** Entrepreneurial competence
- 📠 Cultural awareness and expression

FOCUS ON

- Children's rights
- 醇 Gender equality
- 🚫 Physical and emotional wellbeing
- 🖾 Digital competence
- A The world of work
- 🐡 The Sustainable Development Goals

OTHER SYMBOLS

- Learning situation
- Speaking activity
- line activity and cooperative learning
- STEAM task (interdisciplinary activity)
- 🕑 Downloadable material



The Sustainable Development Goals (SDGs)

The UN launched the Sustainable Development Goals (SDGs) in 2015 for its member states to adopt. The SDGs aim to end poverty, reduce inequality and injustice and tackle climate change for everyone in the world.

Go to your GENIOX Desktop to learn about the objectives

associated with each Sustainable

Development Goal.

