Trends, Networks, and Critical Thinking in the 21st Century

Quarter 2 - Module 6: Information Communication Technology (ICT)
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Trends, Networks, and Critical Thinking in the 21st Century

QUARTER 2 - MODULE 6

INFORMATION COMMUNICATION TECHNOLOGY (ICT)

This instructional material was collaboratively developed and reviewed by educators from public and private schools, colleges, and/or universities. We encourage teachers and other education stakeholders to email their feedback, comments, and recommendations to the Department of Education at action@deped.gov.ph.

We value your feedback and recommendations.

Department of Education • Republic of the Philippines
# Table of Contents

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cover Page</td>
<td>i</td>
</tr>
<tr>
<td>Copyright Page</td>
<td>ii</td>
</tr>
<tr>
<td>Module Title</td>
<td>iii</td>
</tr>
<tr>
<td>Writers’ Profile</td>
<td>iv</td>
</tr>
<tr>
<td>Table of Contents</td>
<td>v</td>
</tr>
<tr>
<td>What I Need to Know</td>
<td>1</td>
</tr>
<tr>
<td>What Should I Expect</td>
<td>2</td>
</tr>
<tr>
<td>Things to Remember To Get Through</td>
<td>2</td>
</tr>
<tr>
<td>What I Know</td>
<td>3</td>
</tr>
<tr>
<td><strong>CONTENTS</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Lesson 1: Dimensions of Technology that are Enabling and Not Inhibiting</strong></td>
<td></td>
</tr>
<tr>
<td>What I Need to Know</td>
<td>5</td>
</tr>
<tr>
<td>What’s In</td>
<td>5</td>
</tr>
<tr>
<td>What’s New</td>
<td>6</td>
</tr>
<tr>
<td>What is it</td>
<td>6</td>
</tr>
<tr>
<td>What’s More</td>
<td>9</td>
</tr>
<tr>
<td>What I Have Learned</td>
<td>10</td>
</tr>
<tr>
<td><strong>Lesson 2: The Benefits of How to Utilize the Technology Through Identifying the Weakest Link in a System Using Strategic and Intuitive Thinking</strong></td>
<td></td>
</tr>
<tr>
<td>What I Need to Know</td>
<td>12</td>
</tr>
<tr>
<td>What’s In</td>
<td>12</td>
</tr>
<tr>
<td>What’s New</td>
<td>12</td>
</tr>
<tr>
<td>What is it</td>
<td>13</td>
</tr>
<tr>
<td>What’s More</td>
<td>16</td>
</tr>
<tr>
<td>What I Have Learned</td>
<td>17</td>
</tr>
<tr>
<td>What I Can Do</td>
<td>18</td>
</tr>
<tr>
<td>Additional Activities</td>
<td>18</td>
</tr>
<tr>
<td><strong>Lesson 3: On National Literature and Its Ethnic Dimensions</strong></td>
<td></td>
</tr>
<tr>
<td>What I Need to Know</td>
<td>19</td>
</tr>
<tr>
<td>What’s In</td>
<td>19</td>
</tr>
<tr>
<td>What’s New</td>
<td>20</td>
</tr>
<tr>
<td>What is it</td>
<td>21</td>
</tr>
<tr>
<td>What’s More</td>
<td>21</td>
</tr>
<tr>
<td>What I can do</td>
<td>22</td>
</tr>
<tr>
<td>What I Have Learned</td>
<td>23</td>
</tr>
<tr>
<td>Additional Activities</td>
<td>23</td>
</tr>
<tr>
<td><strong>Assessment</strong></td>
<td>24</td>
</tr>
<tr>
<td><strong>References</strong></td>
<td>25</td>
</tr>
</tbody>
</table>
MODULE 6

Information Communication Technology (ICT)

WHAT I NEED TO KNOW

Introduction

Technology has transformed the limit to obtaining information, social interaction, and access to digital content. In this framework, learners can utilize technology to create an engaging and modified environment to meet the emerging educational needs of the 21st century. Gone are the days when learning has to be one-size-fits-all or confined to a single pedagogy and an avenue.

What are the parts of this module?

- Pre-test
- Lesson Proper
- Activities
- Self-test
- Post Test

What this module all about?

This module will help you explore on the dimensions of technology which are enabling and empowering. It will also help you understand the benefits of technology and how you can effectively utilize it rather than be enslaved by the advancement of technology. This module also discusses technology can facilitate social relationships and political movements. The learner understands how Information Communication Technology dominates, emancipates, and empowers individuals.
WHAT SHOULD I EXPECT

After you go through on this module, you are expected to:
1. Identify dimensions of technology that are enabling and not inhibiting
2. Discuss the benefits of technology
3. Utilize technology effectively rather than be enslaved by it
4. Identify the weakest link in a system using strategic and intuitive thinking
5. Explain how information communication technology can facilitate social relationships and political movements (occupy movements)
6. Make or propose a creative intervention to improve human life

THINGS TO REMEMBER TO GET THROUGH

To learn and benefit from this module, follow the following steps:

a. Take your time to read and understand the concepts in this module
b. Follow the instructions carefully in every given task
c. Answer all the assessment tests industriously
d. Present an output in every performance task given
e. Familiarize yourselves with the given terms

GOOD LUCK AS YOU BEGIN THIS MODULE!
What I Know

As an initial activity, you will be assessed on your prior knowledge about information communication technology. This is to find out what are the things you need to learn more about the subject matter.

Multiple Choice: Write the letter of the correct answer before each number.

1. Which of the following technology required for information processing, in particular, the use of electronic computers, communication devices and software anytime?
   A. Information  
   B. ICT  
   C. Social Media  
   D. Communication

2. What do you call knowledge obtained from reading, investigation, study or research?
   A. Message  
   B. Values  
   C. Information  
   D. Computers

3. Which of the following will Information be considered as the knowledge and helps us to fulfill our daily tasks?
   A. forecasting the stock exchange market.  
   B. informing the latest gadgets with your relatives  
   C. answering a calls  
   D. liked the video uploaded by your friends

4. Which of the following years were the Sumerians developed cuneiform writing?
   A. 35 BC  
   B. 1900  
   C. 3500 BC  
   D. 1000 BC

5. Who developed and introduced the alphabet in the world during 1500 BC?
   A. Phoenicians  
   B. Spartans  
   C. Romans  
   D. Athens

6. What term is used to introduce the first internet in 1969?
   A. ARPANET  
   B. World Wide Web  
   C. NET Globe  
   D. Communication

7. Which of the following belonged to the educational approach, cultural setting, or physical setting in which teaching, and learning occur?
   A. Learning Environment  
   B. School  
   C. Classroom  
   D. Community
8. Which of the following considered as a vital in communication which deals with the use of scientific knowledge, experiences and resources to create processes and products that fulfil human needs?
   A. Invention Technology  
   B. Technology  
   C. Innovation Technology  
   D. Timeline

9. What are the devices used in extending communication like telephone and fax machines?
   A. Aiding Communication  
   B. Following Communication  
   C. Practicing Communication  
   D. Trending Communication

10. Which of the following defined something invented, such as a device, gadget, or process originated after study and experiment a product of the imagination?
   A. Invention Technology  
   B. Technology  
   C. Innovation Technology  
   D. Timeline

11. Which of the following deals with the use of scientific knowledge, experiences and resources that create processes and products to fulfil human needs as a vital in communication?
   A. Invention Technology  
   B. Technology  
   C. Innovation Technology  
   D. Timeline

12. What do you call the place where people work, such as an office or factory?
   A. Office  
   B. School  
   C. Workplace  
   D. Laboratory

13. What do you call a recurrent phenomena that takes place over time and gives rise to speculation on the future?
   A. Computers  
   B. Network  
   C. Trend  
   D. Internet

14. Which of the following refers the application of scientific knowledge for practical purposes, especially in industry?
   A. Invention Technology  
   B. Technology  
   C. Innovation Technology  
   D. Timeline

15. The following are considered as an invention technology, Except:
   A. Photocopier Machine  
   B. Telephone  
   C. Paper  
   D. Laptop
Lesson 1

DIMENSIONS OF TECHNOLOGY THAT ARE ENABLING AND NOT INHIBITING (HUMSS_MCT12IId-f-2-5)

Technology is accumulation of skills, procedures, performances that are combined to create goods and services using scientific methods. In this lesson, you will know the invention of technology known as enabling and how makes society a better place to live, easier, and convenient. Lastly, you will know also what are the things that make its not inhibiting.

What I Need to Know

At the end of the lesson, the learners are expected to:

1. Identify dimensions of technology that are enabling and not inhibiting

What’s In

The prior module clarifies resourcefully the mean effects of undemocratic practices related to issues such as gender biases, poverty, racial difference, cultural dominion, political marginalization, crisis of representation and politics of appreciation. We have better understand and exercise our rights and privileges in accordance with our constitution. The previous module also discusses the importance of democratic practices, difference between representative democracy and participatory democracy.

This lesson will highlight the simple ways on how you are going to take part in an invention or innovation. It can also be applied to drive radical changes in the capabilities of a user. Enabling technologies are characterized by fast development of subsequent imitative technologies, often in diverse fields.
Exercise: List all the information and communications technology (ICT) tools and gadgets that you know.

1.  
2.  
3.  
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20.

What’s New

Communication has improved and evolved to enable our daily activities. In the 21st century, everything related to communication utilizes technology to “direct out” or distribute information to a wider audience. Information can be “send out” in many ways. Which implies that inventions of cellular phones, televisions and other electronic devices important in enhancing communication.

WHAT IS ICT?

Information Communication Technology (ICT) could be a technology needed for information dispensation that use of communication devices electronics, computers, and software system applications to convert, store, protect, process, transmit and retrieve information.
INFORMATION

Information states to the information obtained from reading, investigation, study or analysis. It helps us to meet our daily tasks and deciding. These tools transmit information are telephone, television and radio. As an example, scientist can detect the formation of a tsunami using the newest technology and warn the public to avoid disasters in within the affected areas.

COMMUNICATION

Communication is associate degree act of transmitting messages. It is a method whereby information is exchanged between individuals using symbols, signs or verbal interactions. Previously, people communicated through exchange of signs and symbols, whereas others perform it by drama and poetry. With the arrival of technology, these “older” styles of communication are less utilized as compared to the use of the internet, e-mail or video conferencing. Communication is very important in order to gain knowledge. That will make us more confident in expressing our thoughts and ideas.

TECHNOLOGY

Technology is important in communication that deals with the employment of knowledge domain, experiences and resources to make processes and product that fulfil human desires. Merriam-Webster dictionary defines associate degree Invention Technology are a few things invented, like a device, gadget, or process originated after study and experiment a product of the imagination. While, Innovation Technology a brand-new idea, method, or device that was introduction of something new like room computer to laptop computer.

Aiding Communication

Telephone and fax machines are the devices employed in extending communication.

Spreading Communication

It is used broadcast information like news or weather reports effectively. Specifically, radio, television, satellites and the World Wide Web (www) are powerful tools which will be used.
In 3500 BC, the Sumerians developed cuneiform writing.

In 1500 BC, the Phoenicians developed the alphabet.

In 1454, the first printing began with the creation of the printing machine.

In 105 BC, Tsai Lum of China invented paper.

In 1793, the telegraph line was invented.

In 1876, the first telephone was introduced.

In 1925, television was made known to public.

In 1941, the computer was created.

In 1958, the photocopier machine was introduced.

In 1963, the communication satellite was introduced.

In 1969, the first Internet known as ARPANET was introduced.

https://ccsearch.creativecommons.org/photos
What’s More

**Direction:** Individual Work: Answer the following questions below:

1. Which among the technology timeline are still trendy? Explain it.

   _____________________________________________________________
   _____________________________________________________________
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2. How important is the year 1969 in discover ARPANET?

   _____________________________________________________________
   _____________________________________________________________
   _____________________________________________________________
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   _____________________________________________________________
   _____________________________________________________________
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   _____________________________________________________________
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   _____________________________________________________________
   _____________________________________________________________
What I Have Learned

Activity: Writing an Essay

Direction: Write essay on activities that you think will help the technology that are enabling and not inhibiting (HUMSS_MCT12-Id-f) based from our lesson.

INFORMAL ESSAY RUBRIC

<table>
<thead>
<tr>
<th>Features</th>
<th>4 Expert</th>
<th>3 Accomplished</th>
<th>2 Capable</th>
<th>1 Beginner</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quality of Writing</td>
<td>Piece was written in an extraordinary style and voice Very informative and well-organized</td>
<td>Piece was written in an interesting style and voice Somewhat informative and organized</td>
<td>Piece had little style or voice Gives some new information but poorly organized</td>
<td>Piece had no style or voice Gives no new information and very poorly organized</td>
</tr>
<tr>
<td>Grammar, Usage &amp; Mechanics</td>
<td>Virtually no spelling, punctuation or grammatical errors</td>
<td>Few spelling and punctuation errors, minor grammatical errors</td>
<td>A number of spelling, punctuation or grammatical errors</td>
<td>So many spelling, punctuation and grammatical errors that it interferes with the meaning</td>
</tr>
</tbody>
</table>

https://www.thoughtco.com/essay-rubric-2081367
What I Have Learned

1. Can I live without information communications technology?
2. How do I predict the future of a technology-propelled society?

**Information Communication Technology (ICT)** - It could be a technology needed for information dispensation that use of communication devices electronics, computers, and software system applications to convert, store, protect, process, transmit and retrieve information.

**Information** – It refers to a state to the information obtained from reading, investigation, study or analysis. It helps us to meet our daily tasks and deciding.

**Communication** - Its associate degree act of transmitting messages. It is a method whereby information is exchanged between individuals using symbols, signs or verbal interactions.

**Technology** – It is important in communication that deals with the employment of knowledge domain, experiences and resources to make processes and

Now, Let’s Proceed to Lesson 2
The technology-forced society has opened a lot of opportunities to learn. In this lesson, you will know the benefits of how to utilize the technology through identifying the weakest link in a system using strategic and intuitive thinking.

**What I Need to Know**

At the end of this lesson, you will be able to:

1. Discuss the benefits of technology
2. Utilize technology effectively rather than be enslaved by it
3. Identify the weakest link in a system using strategic and intuitive thinking

**What’s In**

In the previous lesson we, learned about the list of activities on how information and communication technologies, tools and gadgets use through for an invention or innovation. Which can be applied to drive radical change in the capabilities of a user. As a continuation we are going to discuss the benefits of technology and identify weakest link in a system using strategic and intuitive thinking.

**What’s New**

**Exercise:** With a partner, watch the video “Digital Society Explained.” Take down notes on the important points of the video and explain the following items below.

Digital society gives more transparency, participation, and innovation. What other benefits does it bring? How are these happening in your own context? Write your answer space provided.

1. On digital structural change. (Effects on daily social and economic lives people engage in more interactively.)

__________________________________________________________________
__________________________________________________________________
__________________________________________________________________
2. On corporate social media. (More social networks for communication and information flow)

________________________________________________________________________

3. On open innovation. (New form of participation gives rise to new ways of doing things. Classic values are broken and have become modernized with new strategies.)

________________________________________________________________________

4. On open government. (Collaboration between the government and citizens emerges. Democracy becomes more transparent and active.)

________________________________________________________________________

5. On open access. (More access to scientific information enhances knowledge quickly.)

________________________________________________________________________

What is it

The Technology-enhanced Learning Environment

Conole et. (2008) investigated how university students’ learning patterns are influenced by the availability of technology-enhanced learning environment. The technology-propelled society has opened a lot of opportunities to learn. They further said that these require combining old and new methods, higher-level skills, such as evaluation and synthesis, and are necessary to make sense of their complex technological-enriched learning atmosphere and proper use of tools in a combination of ways to suit individual needs. Their learning exhibited that the peer group of new millennium learners displays complex learning styles that are shaped by the ubiquity, convenience and ease of use of digital resources.

Benefits of Traditional and Contemporary Technologies

The benefits of technology on our lives, these days can simply, not be overlooked. The 21st century is already being called as the era of science and technology, and we have innovative so much in this field, in just 18 years ago. This seems incredible but, yet it has occurred.
BENEFITS OF TECHNOLOGY

1. Make housing and lifestyle more mechanized with the creation of teachnology will provide convenience since every task becomes easy and handy.
2. Allow travel to be faster and accessible.
3. Improve communication using the telephone, mobile phones, satellite, and other related calling devices.
4. Expand the entertainment sector with the inventions of music, video games, mobile games, video games, and visual systems.
5. Make use of the social networking to promote the company’s products and services that makes business easier.
6. Encourage educational technology and enhance online education.
7. Provide state of the art in medicine and technology thereby improving doctor’s prognosis to their patients.
8. Save time and money in the production of goods with all the machines doing most of the work.
9. Encourage creativity and innovation since people can do online business or work at home.
10. Provide easy access to information such as e-books and reading materials.

Utilization of Technology

Pollutes the Environment from Industrial Wastes

Comforts and convenience are among the many benefits of technology and yet it too has endangered our environment. Unwanted by-products from industries and manufacturing plants turn to pollute the air, water, and soil. Thus, these environmental hazards raise concerns that laws be implemented to regulate the safety of our surroundings, corresponding consequences must be given to companies that violate the laws.

Promotes Endless War

Issues on the making of nuclear warfare and other weapons of mass destruction may lead to unending battles among nations. Although the creation of weapons serves to safeguard the country, it meanwhile branches aggression to the nations being under the position of first world countries. For instance, biological warfare or germ warfare uses biological poisons or infections materials like viruses, fungi, bacteria to kill people and animals.
Others produce infections diseases and sample its deadly effects to the people and later pharmaceutical companies introduce a vaccine or serum for it. Seemingly, war is to most money-spinning business for powerful countries as they engage in selling advanced ammunitions a state of the art weapons to their allies and enemies as well. It is therefore argued that word peace can never be achieved unless powerful nations will stop making advantage of nations rich in minerals and oil as well as stop the manufacture of weapons of mass destruction.

**Replaces the Jobs of People**

The beginning of technology makes production of goods and services faster. It saves time and money yet the benefits it gives create a lesser workforce in the workplace. Factories employ machines to meet the demands of the consuming market but still need people to supervise the use of the machines in the production of goods. It is being debated that the creation of technology is not overpower or enslave mankind but rather it is believed to provide benefits and how people, institutions, and governments permits, respond to change, or simply ignore its development.

**Leads to Dependence**

As of the easy access to technology particularly the internet, many individuals tend to be addicted to video games and social networks spending too much time on their gadgets. Such strong attraction to the wireless technology will lead to social isolation, loneliness, and increase dependence on these devices. Instead of interacting with people, most teenagers prefer to be technology savvy by wanting instant answer, instant solutions in life, and when they cannot find this spontaneous feedback, they apparently withdraw from the crowd. Similarly, it may also reduce creativity and intelligence as an outcome of being too dependent on the internet.

**Emerging Technologies**

Emerging Technologies are tools that will bring forth change in society and is demonstrated by comprehensive novelty, fast growth, consistency, projecting impact, and yet at times become uncertain and unclear as to its acceptance in the community. It is a product of convergence combing telephone, video, and other resources that will result to the creation of new productivity.

**Fields in Emerging Technologies**

Fields in emerging technologies include robotics, artificial intelligence, educational technology, information technology, nanotechnology, biotechnology, cognitive science, and psycho technology.
Activity: My Pledge of Commitment

Direction: In 5 to 10 sentences, write your Pledge of Commitment in making digital resources helpful in the individual uses.
• **Learning Environment** – it is an educational approach, cultural setting, or physical setting in which education, and learning happen.

• **Digital resources** – it is intentionally broad and includes rich media objects (maps, video, images, simulations and forth) as well as text.

**Benefits of Traditional and Contemporary Technologies**

- Make housing and lifestyle more mechanized with the creation of teachnology will provide convenience since every task becomes easy and handy.
- Allow travel to be faster and accessible.
- Improve communication using the telephone, mobile phones, satellite, and other related calling devices.
- Expand the entertainment sector with the inventions of music, video games, mobile games, video games, and visual systems.
- Make use of the social networking to promote the company’s products and services that makes business easier.
- Encourage educational technology and enhance online education.
- Provide state of the art in medicine and technology thereby improving doctor’s prognosis to their patients.
- Save time and money in the production of goods with all the machines doing most of the work.
- Encourage creativity and innovation since people can do online business or work at home.
- Provide easy access to information such as e-books and reading materials.

**Utilization of Technology**

Pollutes the Environment from Industrial Wastes
Promotes Endless War
Replaces the Jobs of People
Leads to Dependence

• **Emerging Technologies** – refers to a tool that will bring forth change in society and is demonstrated by comprehensive novelty, fast growth, consistency, projecting impact, and yet at times become uncertain and unclear as to its acceptance in the community.

• **Fields in Emerging Technologies** - include robotics, artificial intelligence, educational technology, information technology, nanotechnology, biotechnology, cognitive science, and psycho technology.
What I Can Do

1. Outline your learning from this lesson

A. I learned that
   _____________________________________________________________
   _____________________________________________________________
   _____________________________________________________________

B. I realized that
   _____________________________________________________________
   _____________________________________________________________
   _____________________________________________________________

C. If given a chance
   _____________________________________________________________
   _____________________________________________________________
   _____________________________________________________________

Additional Activities

I. Define the terms used in this lesson.

   1. technology
   2. digital resources
   3. learning environment
   4. ubiquity
   5. digital resources

Now, let's move on to lesson 3
Lesson 3

OCCUPY MOVEMENTS AND INTERVENTION TO IMPROVE HUMAN LIFE (HUMSS_MCT12IIId-f-6)

Technology has transformed the boundary to obtaining information, social interaction, and access to digital content. In this context, you will know on how information communication technology can facilitate social relationships and political movements and propose a creative intervention to improve human life.

What I Need to Know

At the end of the lesson, you will be able to

1. Explain how information communication technology can facilitate social relationships and political movements (occupy movements)
2. Make or propose a creative intervention to improve human life

What’s In

In the previous lesson, we learned that generation of new millennium learners displays complex learning styles that are shaped by the ubiquity, accessibility and ease of use of digital resources. As a continuation, this lesson will help you understand on how information communication technology can facilitate social relationships and political movements (occupy movements) and make or propose a creative intervention to improve human life.
Picture Analysis

Source: Technology by Sephko is licensed under CC BY-NC-ND 4.0

Answer the questions in the separate sheet of paper:

1. What is the picture all about?

________________________________________________________________________
________________________________________________________________________
________________________________________________________________________
________________________________________________________________________

2. In your own opinion, what is the relevance of this picture above to facilitate social relationships and political movements?

________________________________________________________________________
________________________________________________________________________
________________________________________________________________________
Partitions Between the Workplace and Other Spheres of Life Are Falling Down

William Rothwell, 2002

Technology has both the advantage and disadvantage of knocking down communication barriers. Emails are sent internationally with ease; cellular phones hooked to satellites make everyone reachable, even to the depth of one hundred feet below the ocean or on the surface of the moon, at all times; and wireless technology enables people to communicate anywhere and anytime.

This trend will continue, with the advent technology – such as broadcast-quality video conferencing from the desk where human experts will be instantly available and time.

Workplace learning will become divorced from place alone, it will be just as likely to occur in an automobile, on the sofa at home, or in an airplane as behind a desk, on a production line, or in a front of a computer screen. In many places, this has already happened, and the definition that constitutes the workplace have shifted “anywhere and anytime.” As a result of this trend, workplace learners will feel free to seek out useful information to guide their performance whenever they need it. Learning will likely to occur during recreation and purposeful work activity. It must increasingly be available on demand.

Direction: What have you learned from this lesson? Write your answer in space provided.

1. Since 2002, did the trend continue? How?
___________________________________________________________________
___________________________________________________________________
___________________________________________________________________

2. How about the prediction? It is happening now? Cite them.
___________________________________________________________________
___________________________________________________________________
___________________________________________________________________

What is It

What’s More
Activity: Slogan Making
Direction: Create a slogan on occupy movements and intervention. Write your slogan inside the box and your explanation below.

<table>
<thead>
<tr>
<th>Effort</th>
<th>4 points</th>
<th>3 points</th>
<th>2 points</th>
<th>1 points</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Craftsmanship</strong></td>
<td>The slogan is exceptionally attractive in terms of neatness. Well constructed and not messy.</td>
<td>The slogan is attractively in terms of neatness. Good construction and not very messy.</td>
<td>The slogan is acceptably attractive though it may be a bit messy.</td>
<td>The slogan is distractingly messy.</td>
</tr>
<tr>
<td><strong>Creativity</strong></td>
<td>Slogan is exceptionally creative. A lot of thought and effort was used to make the banner.</td>
<td>Slogan is creative and a good amount of thought was put into decorating it.</td>
<td>Slogan is creative and some thought was put into decorating it.</td>
<td>The slogan does not reflect any degree of creativity.</td>
</tr>
<tr>
<td><strong>Originality</strong></td>
<td>Exceptional use of new ideas and originality to create slogan.</td>
<td>Good use of new ideas and originality to create slogan.</td>
<td>Average use of new ideas and originality to create slogan.</td>
<td>No use of new ideas and originality to create slogan.</td>
</tr>
</tbody>
</table>

[Link to rubric]

https://www.rcampus.com/rubricshowc.cfm?code=N44828&sp=yes&

https://www.rcampus.com/
What I Have Learned

1. Can I live without information communications technology?
2. How do I predict the future of a technology-propelled society?

- **Technology** – refers the application of scientific knowledge for practical purposes, especially in industry.
- **Workplace** – refers to a place where people work, such as an office or factory.
- **Trend** – refers to a recurrent phenomena that takes place over time and gives rise to speculation on the future.

Additional Activities

**Activity:** Get Organized

**Direction:** Use the five Ws chart to organize the information you have learned from this lesson.

<table>
<thead>
<tr>
<th>What?</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Who?</td>
<td></td>
</tr>
<tr>
<td>Where?</td>
<td></td>
</tr>
<tr>
<td>When?</td>
<td></td>
</tr>
<tr>
<td>Why?</td>
<td></td>
</tr>
</tbody>
</table>
Assessment

As we end this module, you will be assessed on your knowledge about climate change. This is to find out what are the things you learned about the subject matter.

Multiple Choice: Write the letter of the correct answer before each number.

1. Which of the following deals with the use of scientific knowledge, experiences and resources that create processes and products to fulfill human needs as a vital in communication?
   A. Invention Technology   C. Innovation Technology
   B. Technology   D. Timeline

2. Which of the following technology required for information processing, in particular, the use of electronic computers, communication devices and software anytime?
   A. Information   C. Social Media
   B. ICT   D. Communication

3. What do you call knowledge obtained from reading, investigation, study or research?
   A. Message   C. Information
   B. Values   D. Computers

4. Which of the following will Information is considered as the knowledge and helps us to fulfill our daily tasks?
   A. forecasting the stock exchange market.
   B. informing the latest gadgets with your relatives
   C. answering a calls
   D. liked the video uploaded by your friends

5. Which of the following years were the Sumerians developed cuneiform writing?
   A. 35 BC   C. 3500 BC
   B. 1900   D. 1000 BC

6. Who developed and introduced the alphabet in the world during 1500 BC?
   A. Phoenicians   C. Romans
   B. Spartans   D. Athens

7. What term is used to introduce the first internet in 1969?
   A. ARPANET   C. NET Globe
   B. World Wide Web   D. Communication
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   - B. World Wide Web
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   - D. Communication

8. Which of the following belonged to the educational approach, cultural context, or physical setting in which teaching and learning occur?
   - A. Learning Environment
   - B. School
   - C. Classroom
   - D. Community

9. Which of the following considered as a vital in communication which deals with the use of scientific knowledge, experiences and resources to create processes and products that fulfil human needs?
   - A. Invention Technology
   - B. Technology
   - C. Innovation Technology
   - D. Timeline

10. What are the devices used in extending communication like telephone and fax machines?
    - A. Aiding Communication
    - B. Following Communication
    - C. Practicing Communication
    - D. Trending Communication

11. Which of the following defined something invented, such as a device, gadget, or process originated after study and experiment a product of the imagination?
    - A. Invention Technology
    - B. Technology
    - C. Innovation Technology
    - D. Timeline

12. What do you call the place where people work, such as an office or factory?
    - A. Office
    - B. School
    - C. Workplace
    - D. Laboratory

13. What do you call a recurrent phenomena that takes place over time and gives rise to speculation on the future?
    - A. Computers
    - B. Network
    - C. Trend
    - D. Internet

14. The following are considered as an invention technology, Except:
    - A. Photocopier Machine
    - B. Telephone
    - C. Paper
    - D. Laptop

15. Which of the following refers the application of scientific knowledge for practical purposes, especially in industry?
    - A. Invention Technology
    - B. Technology
    - C. Innovation Technology
    - D. Timeline
References

A. BOOKS


B. ENCYCLOPEDIA


C. INTERNET SOURCES

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References

A. BOOKS


B. ENCYCLOPEDIA


C. INTERNET SOURCES


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KEY TO CORRECTIONS

ICT Tools and Gadgets

Pre-Assessment

1. B
2. C
3. A
4. C
5. A
6. A
7. A
8. B
9. A
10. A
11. B
12. C
13. C
14. D
15. B

Post-Assessment

1. B
2. C
3. B
4. A
5. C
6. A
7. A
8. B
9. A
10. A
11. A
12. C
13. C
14. D
15. B
16. B
17. A
18. C
19. A
20. A
21. A
22. A
23. A
24. B
25. A

26. Desktop device
27. Visualizer
28. Clicker
29. Presentation
30. USB
31. Social Media
32. Video Games
33. Flash discs
34. DVDs and CDs
35. Interactive whiteboard
36. Printers
37. Copiers
38. tablets
39. Popplet
40. Jigsaws
41. Jigsaws
42. Files
43. Digital cameras
44. Projector
45. Jigstrips
46. Desktop
For inquiries or feedback, please write or call:

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