7th Grade Technology Pacing Guide

Weeks	Unit Title	Focus and Objectives
1–6	**Unit 1: System & UX Design**	- recommend device improvements - design hardware–software systems - justify trade-offs - systematic troubleshooting (CS)
7–12	**Unit 2: Networking & Security**	- model packetization, protocols, and packet flow - network security systems - malware-response measures (NI)
13–18	**Unit 3: Data Transformation & Modeling**	- data capture/cleaning/transformation - bit vs. display representation - climate model refinement (DA)
19–24	**Unit 4: Algorithmic and Structured Programming**	- develop flowcharts/pseudocode - variables, nested loops/conditionals - decomposition - procedures with parameters (AP)
25–30	**Unit 5: Iterative Program Development**	- remix existing code with attribution - integrate libraries/media - systematic testing - documentation/debugging (AP)
31–36	**Unit 6: Design Thinking & Societal Impact**	- evaluate product function/aesthetics - real-world prototypes - optimization under constraints - ethical, cultural, environmental assessments (ED & EC/ITH/ETW)