

2026 EXPLORATORY ENGINEERING AND TECHNOLOGY EDUCATION

Program Standards

CONTENT STANDARD 1.0: PRINCIPLES OF ENGINEERING AND TECHNOLOGY EDUCATION (ETE)

Performance Standard 1.1: Student Leadership in ETE Career Technical Student Organizations (CTSOs)

- 1.1.1 Define the values, roles, and opportunities provided through CTSOs (e.g. Technology Student Association [TSA], SkillsUSA and Business Professionals of America [BPA]).
- 1.1.2 Investigate in career exploration and skill development.
- 1.1.3 Identify major ETE career pathways (e.g., information systems, digital media, engineering, aerospace, and related fields).

CONTENT STANDARD 2.0: SAFETY AND TECHNOLOGY IMPACTS

Performance Standard 2.1: Safety Practices

- 2.1.1 Apply appropriate safety procedures, equipment guidelines, and required personal protective equipment (PPE) when working with classroom tools, materials, and technology systems.

Performance Standard 2.2: Technology and Society

- 2.2.1 Analyze the development and use of technology to address human needs and opportunities.
- 2.2.2 Evaluate the effects of technology on people, resources, and the environment.

CONTENT STANDARD 3.0: ENGINEERING DESIGN AND SYSTEMS

Performance Standard 3.1: Engineering Design Process

- 3.1.1 Use an iterative engineering design process to define a problem, generate multiple solutions, build simple models, and evaluate tradeoffs among design alternatives.

Performance Standard 3.2: System Components and Subsystems

- 3.2.1 Identify and analyze the subsystem components of everyday systems and explain how they interact to perform a task.

CONTENT STANDARD 4.0: TECHNICAL VISUALIZATION AND MODELING

Performance Standard 4.1: 2D and 3D Modeling

- 4.1.1 Create and interpret basic 2D sketches (e.g. orthographic multi-view or isometric drawings) and 3D models (e.g. physical and/or digital) to communicate design ideas.

CONTENT STANDARD 5.0: COMPUTER SCIENCE AND DATA ANALYSIS

Performance Standard 5.1: Software Development and Programming

- 5.1.1 Develop and document a program using a structured design process (e.g., flowcharts, pseudocode) to solve a problem or express creative ideas.

Performance Standard 5.2: Digital Data Analysis

- 5.2.1 Analyze data sets using digital tools by collecting, visualizing, interpreting data to identify patterns, communicate insights, or solve problems.



CONTENT STANDARD 6.0: DIGITAL MEDIA PRODUCTION

Performance Standard 6.1: Digital Media Design

- 6.1.1 Plan, produce, edit a short digital media product (e.g., podcast, short video, photo essay, or simple website) for a defined audience and purpose.

IDCTE Document Control Information

Program Standard Revision: Middle School Exploratory: Engineering and Technology Education

Date	Standard #	Original	Summary of Change	Revised By	Approved By