STL Standard 1: Scope of Technology 9-12 Benchmark L:
“Inventions and innovations are the results of specific, goal-directed research.”

- Goal-directed research is narrowly focused on solving a particular problem. (subconcept)
- Innovation and invention are the products of technological creativity. (subconcept)

- Define research (“systematic investigation to establish facts.”) (verbal)
- Define invention (making “something previously unknown by the use of ingenuity or imagination”) (verbal)
- Define innovation (the adaptation of an invention) (verbal)

- Identify examples of research procedures (procedural)
- Distinguish between innovation and invention (procedural)

Subordinate Benchmarks:

**Standard 1; 6-8 Benchmark G:**
“The development of technology is a human activity and is the result of individual or collective needs and the ability to be creative.”

**Standard 1; 6-8 Benchmark H:**
“Technology is closely linked to creativity, which has resulted in innovation.”

**Standard 1; 3-5 Benchmark E:**
“Creative thinking and economic and cultural influences shape technological development.”