## **Contents**

An introduction to Effective Fedagogies of Design	
and Technology Education	1
Technology Education: The Promise of Cultural-Historical Theory for Advancing the Field	19
The Case for Technology Habits of Mind	45
Making the Invisible Visible: Pedagogies Related to Teaching and Learning about Technological Systems	65
Maker Education: Opportunities and Threats for Engineering and Technology Education	83
Signature Pedagogies for Designing: A Speculative Framework for Supporting Learning and Teaching in Design and Technology Education	99
Pedagogies for Enabling the Use of Digital Technology	121
Developing a Pedagogy of Critiquing as a Key Dimension of Design and Technology Education	135
Question-Think-Learn: A Pedagogy for Understanding the Material World	151

Pedagogy for Technical Understanding	177	
Capability, Quality and Judgement: Learners' Experiences of Assessment	201	
<b>Technology Education Pedagogy: Enhancing STEM Learning</b> . John G. Wells and Didier Van de Velde	219	
Teaching Problem-Solving in the Digital Era	245	
<b>Pedagogical Approaches to Vocational Education</b>	267	
<b>Teaching Technology in "Poorly Resourced" Contexts</b> Mishack T. Gumbo	283	
Pedagogy Involving Social and Cognitive Interaction Between Teachers and Pupils	297	
Philosophy of Technology for Children and Youth	311	
Synoptic Review	325	