Unit 6: Google Slides

Content Area: **Technology**
Course(s):
Time Period: **May**
Length: **8 Weeks**
Status: **Published**

Enduring Understandings

Implementing visual presentations are helpful in conveying information to an audience effectively.

Digital tools provide enhanced opportunities to design innovative solutions and express ideas creatively.

Technology tools guide a user to outline important ideas and use only keywords that are necessary during a presentation.

Essential Questions

How can I transfer what I know now (i.e. research from internet) to new technological situations and experiences?

How can we effectively convey messages and information to our audience using technology tools?

How can I incorporate story elements into a digital format?

How can I transfer what I know now (i.e. research from internet) to new technological situations and experiences?

What strategies/skills are needed for an effective presentation?

How can digital tools be used for creating original and innovative works, ideas, and solutions?

Content

Creativity and Collaboration

Skills

Create a Slide

- Insert text box
- Slide Layout
- Insert clipart/word art/animated clip art

- Add a slide
- Slide navigation/ thumbnails

Design Elements/ Techniques

- Implementation of slide characteristics for presentation (Color selection; Font choice)
- Transition and animation effects
- Inserting sound
- Creating own clip art using shapes

Citing resource used from internet for multimedia presentation

Resources

Chromebooks

Google Platform

Standards

CRP.K-12.CRP2	Apply appropriate academic and technical skills.
CRP.K-12.CRP4	Communicate clearly and effectively and with reason.
CRP.K-12.CRP6	Demonstrate creativity and innovation.
CRP.K-12.CRP11	Use technology to enhance productivity.
TECH.8.1.5	Educational Technology: All students will use digital tools to access, manage, evaluate, and synthesize information in order to solve problems individually and collaborate and to create and communicate knowledge.
TECH.8.1.5.A	Technology Operations and Concepts: Students demonstrate a sound understanding of technology concepts, systems and operations.
TECH.8.1.5.A.1	Select and use the appropriate digital tools and resources to accomplish a variety of tasks including solving problems.
TECH.8.1.5.A.2	Format a document using a word processing application to enhance text and include graphics, symbols and/or pictures.
TECH.8.1.5.A.3	Use a graphic organizer to organize information about problem or issue.
TECH.8.1.5.B	Creativity and Innovation: Students demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.
TECH.8.1.5.B.1	Collaborative to produce a digital story about a significant local event or issue based on first-person interviews.
TECH.8.1.5.D	Digital Citizenship: Students understand human, cultural, and societal issues related to

	technology and practice legal and ethical behavior.
TECH.8.1.5.D.1	Understand the need for and use of copyrights.
TECH.8.1.5.D.2	Analyze the resource citations in online materials for proper use.
TECH.8.1.5.D.3	Demonstrate an understanding of the need to practice cyber safety, cyber security, and cyber ethics when using technologies and social media.
TECH.8.1.5.D.4	Understand digital citizenship and demonstrate an understanding of the personal consequences of inappropriate use of technology and social media.
TECH.8.2.5	Technology Education, Engineering, Design, and Computational Thinking - Programming: All students will develop an understanding of the nature and impact of technology, engineering, technological design, computational thinking and the designed world as they relate to the individual, global society, and the environment.
TECH.8.2.5.B	Technology and Society: Knowledge and understanding of human, cultural and society values are fundamental when designing technology systems and products in the global society.
TECH.8.2.5.B.5	Explain the purpose of intellectual property law.
TECH.8.2.5.D	Abilities for a Technological World: The designed world is the product of a design process that provides the means to convert resources into products and systems.
TECH.8.2.5.D.3	Follow step by step directions to assemble a product or solve a problem.