Unit 3: Planning

Content Area: **Technology**
Course(s):
Time Period: **September**
Length: **2 weeks**
Status: **Published**

Enduring Understandings

Technology

-The design process may be applied to any task.

-Every project has criteria and constraints that must be adhered to in order for the project to be considered a success.

-Time management is an essential life skill.

-The ability to effectively plan impacts a project's outcome.

Art

-An individual´s ability to choose subject matter, symbols, and ideas as a basis for personal expression enhances the visual communication of ideas.

-Informed opinions promote the ability to analyze, respond to, and evaluate art in daily experiences.

Essential Questions

Technology

-How do defined criteria and constraints impact creative freedom?

-What are the consequences of poor planning and time management?

Art

-How do different techniques, media, and processes affect self-expression?

-Why must art materials and tools be used in a safe and responsible manner?

-What makes artwork successful or unsuccessful?

Financial LIteracy

-How does a fixed budget affect material selection?

-Financial Literacy

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Content

Goal

The goal of this unit is for students to synthesize the information they have researched and learned over the last three units to plan for the annual musical, including budgeting, material selection, time management and technical sketch production.

Suggested Activities:

-Project proposal

-Timeline

-Budget

-Field Trip

-Measuring Activities

-Technical Drawings

Skills

-Students will be able to validate a materials list and corresponding budget for predetermined project criteria and constraints.

-Students will be able to model stage production solutions.

-Students will be able to prioritize required tasks and reframe them into a production schedule.

-Students will be able to justify their plans based off of gained knowledge, skills, and techniques.

-Students will be able to revise plans and designs based upon critique and reflection, need, and the

project timeline.

-Students will be able to recognize and understand measuring, scale, and proportional relationships in the sketch process and how they will translate to actual objects.

Resources

-Floorplanner software

-Proven Time Management Strategies

-https://esub.com/proven-time-management-strategies-for-construction-project-managers/

-Google Calendar

Assessments

-Open class discussions

-Self assessments

-Class Participation

-Student Group Interaction

-Initial Planning

-Exit tickets

-Summative Assessments

-Project proposal

-Measuring Quiz

-Timeline

-Budget report

-Technical Sketches

Standards

Technology

8.2.8.C.1 Explain how different teams/groups can contribute to the overall design of a product.

8.2.8.C.5 Create a technical sketch of a product with materials and measurements labeled.

8.2.8.D.3 Build a prototype that meets a STEM-based design challenges using science, engineering, and math principles that validate a solution.

Art

1.3.8.D.6 Synthesise the physical properties, processes, and techniques for visual communication in multiple art media and apply this knowledge to the creation of original works.

1.4.8.A.7 Analyze the form, function, craftsmanship, and originality of representative works of dance, music, theater, and visual art.

1.4.8.B.1 Evaluating the effectiveness of a work of art by differentiating between the artists technical proficiency and the work´s content or form.

Financial Literacy

9.1.8.A.6 Explain how income affects spending decisions.

Math

7.RP.A.2 Recognize and represent proportional relationships between quantities.