

# Unit 4\*: Creativity and Innovation

Content Area: **Unified Arts**  
Course(s): **STEM 3**  
Time Period: **March**  
Length: **2 months**  
Status: **Published**

## Unit Summary

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In this unit, students will demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.

## Standards

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LA.RL.3.2	Recount stories, including fables, folktales, and myths from diverse cultures; determine the central message/theme, lesson, or moral and explain how it is revealed through key details in the text.
LA.RL.3.3	Describe the characters in a story (e.g., their traits, motivations, or feelings) and explain how their actions contribute to the plot.
LA.W.3.3.A	Establish a situation and introduce a narrator and/or characters; organize an event sequence that unfolds naturally.
LA.W.3.3.B	Use dialogue and descriptions of actions, thoughts, and feelings to develop experiences and events or show the response of characters to situations.
LA.W.3.3.C	Use temporal words and phrases to signal event order.
LA.W.3.3.D	Provide a sense of closure.
LA.W.3.4	With guidance and support from adults, produce writing in which the development and organization are appropriate to task and purpose. (Grade-specific expectations for writing types are defined in standards 1–3 above.)
LA.W.3.5	With guidance and support from peers and adults, develop and strengthen writing as needed by planning, revising, and editing.
LA.W.3.6	With guidance and support from adults, use technology to produce and publish writing as well as to interact and collaborate with others.
LA.W.3.7	Conduct short research projects that build knowledge about a topic.
LA.W.3.8	Recall information from experiences or gather information from print and digital sources; take brief notes on sources and sort evidence into provided categories.
LA.SL.3.1.A	Explicitly draw on previously read text or material and other information known about the topic to explore ideas under discussion.
LA.SL.3.1.B	Follow agreed-upon norms for discussions (e.g., gaining the floor in respectful ways, listening to others with care, speaking one at a time about the topics and texts under discussion).
LA.SL.3.1.D	Explain their own ideas and understanding in light of the discussion.
CAEP.9.2.4.A.1	Identify reasons why people work, different types of work, and how work can help a person achieve personal and professional goals.

CAEP.9.2.4.A.4	Explain why knowledge and skills acquired in the elementary grades lay the foundation for future academic and career success.
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.CS1	Apply existing knowledge to generate new ideas, products, or processes.
TECH.8.1.5.B.CS2	Create original works as a means of personal or group expression.
TECH.8.1.5.C.CS1	Interact, collaborate, and publish with peers, experts, or others by employing a variety of digital environments and media
TECH.8.1.5.C.CS4	Contribute to project teams to produce original works or solve problems
TECH.8.1.5.F.1	Apply digital tools to collect, organize, and analyze data that support a scientific finding.
TECH.8.1.5.F.CS1	Identify and define authentic problems and significant questions for investigation.
TECH.8.1.5.F.CS2	Plan and manage activities to develop a solution or complete a project.
TECH.8.1.5.F.CS3	Collect and analyze data to identify solutions and/or make informed decisions.

## Student Learning Objectives

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Students will learn to:

- collaborate to produce a digital story about a significant event or issue through a video game.
- collect information/data from classmates and groups of people in order to assist with design of digital story/video game.
- collaborate to create a digital story that teaches others about something (valuable lesson, period of time/event in history, etc.)
- incorporate knowledge about story elements (beginning, middle, end) to develop a cohesive story.
- use the Bloxels platform to design and create a working video game that contains elements of a story (characters, setting, plot, problem, resolution)

## Essential Questions

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- How can I use technology to solve problems and create innovative solutions?
- How can technology help people collaborate and communicate effectively?

## Enduring Understandings

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Students will understand that:

- digital tools offer opportunities for new experiences and means of outreach and collaboration that support creative and innovative approaches to problem solving and product development.

## Application

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Students will be able to independently use their learning to:

- effectively collaborate with other students to produce a story.

- produce a story using a digital medium.
- effectively navigate within platforms and locate the appropriate tools needed to execute a desired outcome.

## **Skills**

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Students will be skilled at:

- collaborating with others to produce a story.
- using digital mediums to produce stories.
- navigating and using features within different digital platforms.