

OK Tech - Communication and Innovation

Content Area: **Technology**
Course(s): **Technology Education K**
Time Period: **Marking Period 4**
Length: **10 days**
Status: **Published**

Established Goals/Standards

Please choose the appropriate Goals/Standards from the Standards tab above.

TECH.8.1.2	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.8.1.2.B.1	Illustrate and communicate original ideas and stories using multiple digital tools and resources.
TECH.8.1.2.C.1	Engage in a variety of developmentally appropriate learning activities with students in other classes, schools, or countries using various media formats such as online collaborative tools, and social media.
TECH.8.1.2.E.1	Use digital tools and online resources to explore a problem or issue.
TECH.8.2.2.C.CS2	The application of engineering design.
TECH.8.2.2.E.5	Use appropriate terms in conversation (e.g., basic vocabulary words: input, output, the operating system, debug, and algorithm).

Essential Questions

Please add your Essential Questions by clicking on the Lists tab above.

- How can I use digital and web-based media to collaborate with others?
- how does the appropriate choice of media allow for more effective communication?
- How is digital media used to relate information or a story?

Enduring Understanding

Please add your Enduring Understandings by clicking on the Lists tab above.

- Digital Media allows us to collaborate with other people and communities.
- In a world of media, it is important to be a critical user in order to understand the impact of both incoming and outgoing messages.
- The appropriate choice and creative use of media allows us to communicate effectively.

Content

Possible Activities:

illustrate and communicate original ideas and stories using digital tools and resources

use scanned /digital art to contribute to a digital book project

use word processing or a drawing program to create a presentation or document

use data to explore and relate patterns or information (e.g. weather, favorites survey)

Use graphic organizer program to brainstorm a topic, explore patterns of growth such as life cycles, compare life "then and now" or create a neighborhood or community map

participate in a class project with peers through ePals with other schools within or outside of the district

create a class newspaper or multimedia project

take a "virtual field trip" to places such as museums, zoos through websites or video conferencing

Resources

San Diego Zoo kids.sandiegozoo.org

Museum of Modern Art virtual tour <http://www.moma.org/interactives/destination/>

Story Bird

Comic Creator

Tagxedo

Power Point

Google Presentation

Glogster

Prezi