2 Tech - Communication and Innovation

Content Area: **Technology**

Course(s): **Technology Education 2**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.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.A	The Nature of Technology: Creativity and Innovation: Technology systems impact every aspect of the world in which we live.
TECH.8.2.2.A.3	Identify a system and the components that work together to accomplish its purpose.

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 collabotate 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 Acitivities:

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 process	sing or a drawing program to create a presention or document
use data to explo	ore and relate patterns or information (e.g. weather, favorites survey)
	anizer program to brainstorm a topic, explore patterns of growth such as life cycles, compare ow" or create a neithborhood or comminity map
participate in a c	lass project with peers through ePals with other schools within or outside of the district
create a class nev	wspaper or multimedia project
take a "virtual fie	eld trip" to places such as museums, zoos through websites or video conferencing
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