

# 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

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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

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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

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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

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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

**Assessment**

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## **Resources**

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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