

4 Tech - Communication and Innovation

Content Area: **Technology**
Course(s): **Technology Education K, Technology Education 3**
Time Period: **Marking Period 4**
Length: **10 days**
Status: **Published**

Established Goals/Standards

TECH.8.1.5.A.3	Use a graphic organizer to organize information about problem or issue.
TECH.8.1.5.B.1	Collaborative to produce a digital story about a significant local event or issue based on first-person interviews.
TECH.8.1.5.C.1	Engage in online discussions with learners of other cultures to investigate a worldwide issue from multiple perspectives and sources, evaluate findings and present possible solutions, using digital tools and online resources for all steps.
TECH.8.2.5.B.2	Examine systems used for recycling and recommend simplification of the systems and share with product developers.
TECH.8.2.5.B.CS2	The effects of technology on the environment.

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 and creative use of media allow for more effective communication?
- How is digital media used to relate information or a story?
- Is there more to the message than meets the eye?

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

Performance Tasks:

- Recording/podcasting: create original poems, folktale, book review or other writing and record recitation using photos, music and images
- use scanned /digital art to contribute to a digital book project
- storyboard and integrate digital images, text, drawings, video to relate a historical event, personal or family story, science issue or online story

- use data to explore a global issue: use real-time data to identify trends and forecast possibilities (e.g.: migration, climate change, ocean temperature changes)
- 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
- publish class newscast, wikispace, blog, or newspaper
- take a "virtual field trip" to places such as museums, zoos through websites or video conferencing
- class survey: poll classmates or others on an important issue, analyze data, determine and present conclusion in a collaborative group.

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