

# 3 Tech - Research and Information Fluency

Content Area: **Technology**  
Course(s): **Generic Course, Technology Education 2**  
Time Period: **Marking Period 1**  
Length: **8 days**  
Status: **Published**

## Established Goals/Standards

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

TECH.8.1.5.F.1	Apply digital tools to collect, organize, and analyze data that support a scientific finding.
TECH.8.2.5.C	Design: The design process is a systematic approach to solving problems.
TECH.8.2.5.C.CS3	The role of troubleshooting, research and development, invention and innovation and experimentation in problem solving.
TECH.8.2.5.D.3	Follow step by step directions to assemble a product or solve a problem.

## Essential Questions

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

- How can I express and effectively communicate ideas?
- How effectively was information used?
- What skills and strategies are needed to gather information effectively, solve problems, and conduct research?
- Why and how do I evaluate information for accuracy, relevance, and validity?

## Enduring Understanding

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

- A variety of skills and strategies facilitate research.
- Information must be evaluated and processed to determine accuracy, relevance, and validity.
- Ongoing assessment improves research, information skills and strategies.
- Questions guide research.
- The appropriate choice of information and media allows us to communicate effectively.

## Content

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Use Big 3 steps (THINK, PLAN, DO) in research model

Use a wide range of resources including encyclopedias, atlases, dictionaries, and maps.

Locate selected sources in appropriate areas of the Media Center.

Use icons and links to visit pre-selected websites. (e.g. National Geographic Kids, PebbleGo! WorldBook

Online)

Use keyword searching, with teacher assistance, to locate information.

Organize information using webbing (Kidspiration)

Use a computer to draw illustrations conveying thoughts and ideas.

## **Assessment**

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## **Resources**

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Please add your Resources by clicking on the Lists tab above.

- Ebsco
- Kidspiration
- National Geographic Kids
- Pebble Go!
- Print and Online Dictionary, Atlas, Almanac, Encyclopedia
- World Book Online