# 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**

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**

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 gatrher infromation effectively, solve problems, and conduct research?
- Why and how do I evaluate information for accuracy, relevance, and validity?

### **Enduring Understanding**

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 assesment improves research, information skills and strategies.
- Questions guide research.
- The appropriate choice of infromation and media allows us to communicate effectively.

#### Content

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 approprioate areas of the Media Center.

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



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**

# **Resources**

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

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