Unit 6: Innovative Technologies

Content Area: **Technology**
Course(s): **Sample Course**
Time Period: **AprMay**
Length: **Full Year 9-12**
Status: **Published**

Unit Overview

Explore the current state of technology and its role in our everyday lives.

Enduring Understanding

- Characteristics of the Internet influence the systems built on it.
- Models and simulations are simplified representations of more complex objects or phenomena that use abstraction to generate new understanding and knowledge.
- Computing innovations influence and are influenced by the economic, social, and cultural contexts in which they are designed and used.

Essential Questions

- Has the Internet's design and development helped it to scale and flourish?
- Is cyber security impacting the ever-increasing number of Internet users?
- Do economic, social, and cultural contexts influence innovation and the use of computing?

Exit Skills

- Assess the benefits and risks of cloud computing.
- Assess the benefits and risks of open versus closed platforms.
- Investigate the socioeconomic causes and effects related to the digital divide.
- Explore concepts and characteristics as follows: the role of servers, routers, gateways, and clients; the domain name system and its role in network routing; standard network protocols; the components and

events involved in the transmission of an email or SMS text over the network; and the components and events involved in the transmission of an HTML request from a Web browser.
- Analyze the impact of hyperlinked documents on how individuals find, acquire, and learn new information.
- Assess the legal, social, and commercial impact that the World Wide Web has had on society.
- Predict how individuals' lives may be enhanced through technological innovations.
- Develop design specifications for hypothetical, future technology.

New Jersey Student Learning Standards (NJSLS-S)

8.2 Technology, Engineering, Design and Computational Thinking

8.2.12.B.1, 8.2.12.B.2, 8.2.12.E.1, 8.2.12.E.2, 8.2.12.E.3, 8.2.12.E.4

TECH.8.2.12	Technology Education, Engineering, Design, and Computational Thinking - Programming: All students will develop an understanding of the nature and impact of technology, engineering, technological design, computational thinking and the designed world as they relate to the individual, global society, and the environment.
TECH.8.2.12.B	Technology and Society: Knowledge and understanding of human, cultural and society values are fundamental when designing technology systems and products in the global society.
TECH.8.2.12.C	Design: The design process is a systematic approach to solving problems.

Interdisciplinary Connections

21st century life and careers
Technology
Digital Literacy
English Language Arts

Reading
Writing
Speaking and Listening (communication skills)
Mathematics
Social science
Science and the Engineering Practices

Career Ready Practices
CRP4. Communicate clearly and effectively and with reason.
CRP5. Consider the environmental, social and economic impacts of decisions.
CRP6. Demonstrate creativity and innovation.
CRP7. Employ valid and reliable research strategies.
CRP8. Utilize critical thinking to make sense of problems and persevere in solving them.
CRP11. Use technology to enhance productivity.

SOC.6.1.12	U.S. History: America in the World: All students will acquire the knowledge and skills to think analytically about how past and present interactions of people, cultures, and the environment shape the American heritage. Such knowledge and skills enable students to make informed decisions that reflect fundamental rights and core democratic values as productive citizens in local, national, and global communities.
9-12.HS-ETS1-1.1.1	Analyze complex real-world problems by specifying criteria and constraints for successful solutions.
9-12.HS-ETS1-3.ETS1.B.1	When evaluating solutions, it is important to take into account a range of constraints, including cost, safety, reliability, and aesthetics, and to consider social, cultural, and environmental impacts.
9-12.HS-ETS1-4.ETS1.B.1	Both physical models and computers can be used in various ways to aid in the engineering design process. Computers are useful for a variety of purposes, such as running simulations to test different ways of solving a problem or to see which one is most efficient or economical; and in making a persuasive presentation to a client about how a given design will meet his or her needs. Graphing utilities, spreadsheets, computer algebra systems, and dynamic geometry software are powerful tools that can be used to model purely mathematical phenomena (e.g., the behavior of polynomials) as well as physical phenomena. Analytic modeling seeks to explain data on the basis of deeper theoretical ideas, albeit with parameters that are empirically based; for example, exponential growth of bacterial colonies (until cut-off mechanisms such as pollution or starvation intervene) follows from a constant reproduction rate. Functions are an important tool for analyzing such problems. In situations like these, the models devised depend on a number of factors: How precise an answer do we want or need? What aspects of the situation do we most need to understand, control, or optimize? What resources of time and tools do we have? The range of models that we can create and analyze is also constrained by the limitations of our mathematical, statistical, and technical skills, and our ability to recognize significant variables and relationships among them. Diagrams of various kinds, spreadsheets and other technology, and algebra are powerful tools for understanding and solving problems drawn from different types of real-world situations. Analyzing stopping distance for a car.

Learning Objectives

Everyday Computing:

- Explore the ways that innovations in digital technology can impact the lives of individuals and communities.
- Analyze the role that digital technology plays in their social communications and interactions.
- Explore the impact that instant access to global search, news, and information has had on individuals and communities.
- Assess the benefits and risks of cloud computing.
- Assess the benefits and risks of open versus closed platforms.
- Investigate the socioeconomic causes and effects related to the digital divide.

The Internet:

- Examine the overall design and architecture of the Internet.
- Explore concepts and characteristics as follows: the role of servers, routers, gateways, and clients; the domain name system and its role in network routing; standard network protocols; the components and events involved in the transmission of an email or SMS text over the network; and the components and events involved in the transmission of an HTML request from a Web browser.
- Analyze the impact of hyperlinked documents on how individuals find, acquire, and learn new information.
- Assess the legal, social, and commercial impact that the World Wide Web has had on society.

Innovations in Computing:

- Investigate a number of key individuals and breakthroughs in the development of modern computing.
- Analyze and extrapolate from recent advances in computing to make predictions about the capabilities of future technologies.
- Predict how future technologies might impact individuals and societies.

Coding Skills:

Identify shortcomings of existing technologies.

- Predict how individuals' lives may be enhanced through technological innovations.

- Develop design specifications for hypothetical, future technologies.

Suggested Activities & Best Practices

- Explore the ways that innovations in digital technology can impact the lives of individuals and communities.
- Analyze the role that digital technology plays in their social communications and interactions.
- Examine the overall design and architecture of the Internet.
- Explore concepts and characteristics as follows: the role of servers, routers, gateways, and clients; the domain name system and its role in network routing; standard network protocols; the components and events involved in the transmission of an email or SMS text over the network; and the components and events involved in the transmission of an HTML request from a Web browser.
- Investigate a number of key individuals and breakthroughs in the development of modern computing.
- Analyze and extrapolate from recent advances in computing to make predictions about the capabilities of future technologies.
- Identify shortcomings of existing technologies.
- Predict how individuals' lives may be enhanced through technological innovations.

Assessment Evidence - Checking for Understanding (CFU)

• Think, pair, share review questions from text.-formative assessment

Unit test-summative assessment

Multimedia reports-alternate assessment

• Practice mini-programs to strengthen concepts as taught.

• Teacher Observation

-benchmark assesments

- Analyze and extrapolate from recent advances in computing to make predictions about the capabilities of future technologies.
- Identify shortcomings of existing technologies.
- Predict how individuals' lives may be enhanced through technological innovations.

- Admit Tickets
- Anticipation Guide
- Common Benchmarks
- Compare & Contrast
- Create a Multimedia Poster
- DBQ's
- Define
- Describe
- Evaluate
- Evaluation rubrics
- Exit Tickets
- Explaining
- Fist- to-Five or Thumb-Ometer
- Illustration
- Journals
- KWL Chart
- Learning Center Activities
- Multimedia Reports
- Newspaper Headline
- Outline
- Question Stems
- Quickwrite
- Quizzes
- Red Light, Green Light
- Self- assessments
- Socratic Seminar
- Study Guide
- Surveys

- Teacher Observation Checklist
- Think, Pair, Share
- Think, Write, Pair, Share
- Top 10 List
- Unit review/Test prep
- Unit tests
- Web-Based Assessments
- Written Reports

Primary Resources & Materials

Edhesive Online Computer Simulation, Code.Org.

Ancillary Resources

General Resources:

- Computers and Internet Access
- AP Central at Collegeboard.org
- Massive Open Online Course
- Code.org
- Multimedia Applications Tools
- Abelson, H., Ledeen, K., and Lewis, H. R. Blown to Bits: your life, liberty, and happiness after the digital explosion. Upper Saddle River, N.J.: Addison-Wesley, 2008.

AP Approved Programming Resources:

(may choose one or more)

- Alice - This 3-D modeling environment allows students to create and animate 3-D worlds. This environment lends itself well to creating stories and games.
- App Inventor - This open-source Web application allows students to create their own applications on mobile devices. App Lab - This is a programming environment for creating web applications with JavaScript. It allows students to develop programs and toggle back and forth between block-based and text-based programming modes.
- EarSketch - This browser-based application allows students to create their own music using either

JavaScript or Python. Greenfoot - This Java IDE is designed for use in education to create two-dimensional graphic applications, such as simulations and interactive games.

- Java - There are several IDEs that can be used to write in Java. The Java language allows students to create and solve problems that vary widely in difficulty.
- JavaScript - This language is commonly used to create interactive effects within Web browsers.
- Lego Mindstorms NXT - This product integrates programming with Lego bricks and sensors to create and program robots. The instructions are assembled by linking together function blocks.
- Processing - This programming language was initially created to serve as a software sketchbook, and it can be used to teach programming using a visual context.
- Python - This language has the benefit of readability that might be helpful to new programmers.
- Scratch - This blocks-based programming language allows students to build scripts to run animations. This product can be downloaded and installed on a computer or run in the browser.
- Snap! - This Scratch-style programming language is block-based and allows users to define new primitives in JavaScript. Users can read and write information from the Internet using server-defined APIs and make mobile applications.
- Swift - This programming language is designed for use with iOS, OS X, tvOS and watchOS. This environment allows students to create their own Apple apps and includes interactive environments that allow students to see the effects of changes or additions to code as they type.

Design and Development Process:

- "What Is the Software Development Life Cycle?" Official Blog Airbrake Bug Tracker. https://airbrake.io/blog/insight/what-is-the-software-development-life-cycle
- "Engineering Design Process." https://www.teachengineering.org/ engrdesignprocess.php
- "The Engineering Design Process." http://www.eie.org/overview/engineeringdesign-process Mohammed, Nabil, Ali Munassar, and A. Govardhan.
- "A Comparison Between Five Models of Software Engineering." IJCSI International Journal of Computer Science 7.5 (2010): 94-101.

Open Source:

- "What Is Open Source?" Opensource.com. https://opensource.com/resources/whatopen-source
- Open Source Initiative. http://opensource.org/

Technology Infusion

Please reference video links and websites listed under Ancillary Resources and Suggested Activities & Best

Practices.

Technology Infusion and/or strategies include chromebooks online materials google/powerpoint slides



Alignment to 21st Century Skills & Technology

Mastery and infusion of **21st Century Skills & Technology** and their Alignment to the core content areas is essential to student learning. The core content areas include:

- English Language Arts;
- Mathematics;
- Science and Scientific Inquiry (Next Generation);
- Social Studies, including American History, World History, Geography, Government and Civics, and Economics;
- World languages;
- Technology;
- Visual and Performing Arts.

CRP.K-12.CRP1	Act as a responsible and contributing citizen and employee.
CRP.K-12.CRP2	Apply appropriate academic and technical skills.
CRP.K-12.CRP10	Plan education and career paths aligned to personal goals.
CRP.K-12.CRP11	Use technology to enhance productivity.
TECH.8.2.12.E.1	Demonstrate an understanding of the problem-solving capacity of computers in our world.
TECH.8.2.12.E.4	Use appropriate terms in conversation (e.g., troubleshooting, peripherals, diagnostic software, GUI, abstraction, variables, data types and conditional statements).

21st Century Skills/Interdisciplinary Themes

Mastery and infusion of 21st Century Skills & Technology and their Alignment to the core content areas is essential to student learning. The core content areas include:

- English Language Arts;
- Mathematics;
- Science and Scientific Inquiry (Next Generation);
- Social Studies, including American History, World History, Geography, Government and Civics, and Economics;
- World languages;
- Technology;
- Visual and Performing Arts.

- Communication and Collaboration
- Creativity and Innovation
- Critical thinking and Problem Solving
- ICT (Information, Communications and Technology) Literacy
- Information Literacy
- Life and Career Skills
- Media Literacy

LA.RH.6-8.7	Integrate visual information (e.g., in charts, graphs, photographs, videos, or maps) with other information in print and digital texts.
LA.RH.6-8.8	Distinguish among fact, opinion, and reasoned judgment in a text.

21st Century Skills

21st Century Skills that will be incorporated into this unit.

- Civic Literacy
- Environmental Literacy
- Financial, Economic, Business and Entrepreneurial Literacy
- Global Awareness
- Health Literacy

CRP.K-12.CRP2	Apply appropriate academic and technical skills.
CRP.K-12.CRP10.1	Career-ready individuals take personal ownership of their own education and career goals, and they regularly act on a plan to attain these goals. They understand their own career interests, preferences, goals, and requirements. They have perspective regarding the pathways available to them and the time, effort, experience and other requirements to pursue each, including a path of entrepreneurship. They recognize the value of each step in the education and experiential process, and they recognize that nearly all career paths require ongoing education and experience. They seek counselors, mentors, and other experts to assist in the planning and execution of career and personal goals.
CRP.K-12.CRP11	Use technology to enhance productivity.
CRP.K-12.CRP12	Work productively in teams while using cultural global competence.
CRP.K-12.CRP12.1	Career-ready individuals positively contribute to every team, whether formal or informal. They apply an awareness of cultural difference to avoid barriers to productive and positive interaction. They find ways to increase the engagement and contribution of all team members. They plan and facilitate effective team meetings.

Differentiation

Exemplars -

Differentiation

Meeting with small groups to re-teach an idea or skill for struggling learners, or to extend the thinking or

skills of advanced learners.

. Varying the length of time a student may take to complete a task in order to provide additional support for a struggling learner or to encourage an advanced learner to pursue a topic in greater depth.

Using rubrics that match and extend students' varied skills levels;

Helping students understand that some learners need to move around to learn, while others do better sitting quietly (Tomlinson, 1995, 1999; Winebrenner, 1992, 1996).

Differentiations:

- Small group instruction
- Small group assignments
- Extra time to complete assignments
- Pairing oral instruction with visuals
- Repeat directions
- Use manipulatives
- Center-based instruction
- Token economy
- Study guides
- Teacher reads assessments allowed
- Scheduled breaks
- Rephrase written directions
- Multisensory approaches
- Additional time
- Preview vocabulary
- Preview content & concepts
- Story guides
- Behavior management plan
- Highlight text
- Student(s) work with assigned partner
- Visual presentation
- Assistive technology
- Auditory presentations
- Large print edition
- Dictation to scribe
- Small group setting

Hi-Prep Differentiations:

- Alternative formative and summative assessments
- Choice boards
- Games and tournaments
- Group investigations
- Guided Reading
- Independent research and projects
- Interest groups
- Learning contracts
- Leveled rubrics

- Literature circles
- Multiple intelligence options
- Multiple texts
- Personal agendas
- Project-based learning
- Problem-based learning
- Stations/centers
- Think-Tac-Toes
- Tiered activities/assignments
- Tiered products
- Varying organizers for instructions

Lo-Prep Differentiations

- Choice of books or activities
- Cubing activities
- Exploration by interest
- Flexible grouping
- Goal setting with students
- Jigsaw
- Mini workshops to re-teach or extend skills
- Open-ended activities
- Think-Pair-Share
- Reading buddies
- Varied journal prompts
- Varied supplemental materials

Special Education Learning (IEP's & 504's)

Adapting existing materials, simplifying or supplementing materials for Special Education Learning other options are below.

Exemplars:

- **Adjust** the method of presentation or content.
- **Develop** supplemental material.

- IEP:

1. Adherence to the students' Individualized Learning Plan.

2. Students will have extra time or fewer assignments, one-to-one assistance, and group work will often be enlisted.

3. Students may use speech-to-text or audio/video record assignments

4. Teacher may adapt learning style to fit the needs of the child.

5. Teacher will use graphic organizer to visually help students plan out their work.

6. The teacher will scaffold the lesson with a slow release from assisted support with guided practice to independent practice.

7. Front-loaded notes to enable students to more accurately follow along with teacher's instruction.

8. Step-by-step directions written out for students.

504:

1. Any necessary accommodations will be made as outlined in students' 504 plan.

2. Preferential seating while teacher is lecturing, explaining, etc.

3. Extended time on projects or assessments.

4. Verbal, visual or technology aids.

- printed copy of board work/notes provided
- additional time for skill mastery
- assistive technology
- behavior management plan
- Center-Based Instruction
- check work frequently for understanding
- computer or electronic device utilizes
- extended time on tests/ quizzes
- have student repeat directions to check for understanding
- highlighted text visual presentation
- modified assignment format
- modified test content
- modified test format
- modified test length
- multi-sensory presentation
- multiple test sessions
- preferential seating
- preview of content, concepts, and vocabulary
- Provide modifications as dictated in the student's IEP/504 plan
- reduced/shortened reading assignments
- Reduced/shortened written assignments

- secure attention before giving instruction/directions
- shortened assignments
- student working with an assigned partner
- teacher initiated weekly assignment sheet
- Use open book, study guides, test prototypes

English Language Learning (ELL)

Exemplars : Advance Notes

One way that we can make things easier is by preparing and distributing advance notes. This gives ELLs the opportunity to preview what will be taught and, in turn, aids in comprehension of the material.

- teaching key aspects of a topic. Eliminate nonessential information
- using videos, illustrations, pictures, and drawings to explain or clarif
- allowing products (projects, timelines, demonstrations, models, drawings, dioramas, poster boards, charts, graphs, slide shows, videos, etc.) to demonstrate student's learning;
- allowing students to correct errors (looking for understanding)
- allowing the use of note cards or open-book during testing
- decreasing the amount of workpresented or required
- having peers take notes or providing a copy of the teacher's notes
- modifying tests to reflect selected objectives
- providing study guides
- reducing or omitting lengthy outside reading assignments
- reducing the number of answer choices on a multiple choice test
- tutoring by peers
- using computer word processing spell check and grammar check features
- using true/false, matching, or fill in the blank tests in lieu of essay tests

At Risk

Exemplars :Directions or Instructions

Make sure directions and/or instructions are given in limited numbers. Give directions/instructions verbally and in simple written format. Ask students to repeat the instructions or directions to ensure understanding occurs. Check back with the student to ensure he/she hasn't forgotten. It is a rare event for students at risk to be able to remember more than 3 things at once. Chunk your information, when 2 things are done, move to the

next two.

- allowing students to correct errors (looking for understanding)
- teaching key aspects of a topic. Eliminate nonessential information
- allowing products (projects, timelines, demonstrations, models, drawings, dioramas, poster boards, charts, graphs, slide shows, videos, etc.) to demonstrate student's learning
- allowing students to select from given choices
- allowing the use of note cards or open-book during testing
- collaborating (general education teacher and specialist) to modify vocabulary, omit or modify items to reflect objectives for the student, eliminate sections of the test, and determine how the grade will be determined prior to giving the test.
- decreasing the amount of workpresented or required
- having peers take notes or providing a copy of the teacher's notes
- marking students' correct and acceptable work, not the mistakes
- modifying tests to reflect selected objectives
- providing study guides
- reducing or omitting lengthy outside reading assignments
- reducing the number of answer choices on a multiple choice test
- tutoring by peers
- using authentic assessments with real-life problem-solving
- using true/false, matching, or fill in the blank tests in lieu of essay tests
- using videos, illustrations, pictures, and drawings to explain or clarify

Talented and Gifted Learning (T&G)

http://www.grandviewlibrary.org/CurriculumAdaptations/General_Gifted.pdf

Exemplars: Grouping • Group gifted students with other gifted students or higher-level learners. • Refrain from grouping gifted students with lower-level students for remediation.

Provide students with problem-based learning activity using multiple standards from the unit.

Talented and Gifted adaptations that will be employed in the unit, using the ones identified below.

- Above grade level placement option for qualified students
- Advanced problem-solving
- Allow students to work at a faster pace
- Cluster grouping
- Complete activities aligned with above grade level text using Benchmark results
- Create a blog or social media page about their unit
- Create a plan to solve an issue presented in the class or in a text
- Debate issues with research to support arguments
- Flexible skill grouping within a class or across grade level for rigor

- Higher order, critical & creative thinking skills, and discovery
- Multi-disciplinary unit and/or project
- Teacher-selected instructional strategies that are focused to provide challenge, engagement, and growth opportunities
- Utilize exploratory connections to higher-grade concepts
- Utilize project-based learning for greater depth of knowledge

Sample Lesson

Using the template below, please develop a **Sample Lesson** for the first unit only.

Unit Name:

NJSLS:

Interdisciplinary Connection:

Statement of Objective:

Anticipatory Set/Do Now:

Learning Activity:

Student Assessment/CFU's:

Materials:

21st Century Themes and Skills:

Differentiation/Modifications:

Integration of Technology: