

# Unit 3 Virtual Field Trip to Recycling Center

Content Area: **Technology**  
Course(s):  
Time Period: **November**  
Length: **5 Days**  
Status: **Published**

## Unit Overview

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Students will be able to...

- Appropriately use virtual reality (and related) tools.
- Navigate within a shared virtual experience.
- Explain the process and importance of recycling.

## Standards

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CS.K-2.8.1.2.CS.1	Select and operate computing devices that perform a variety of tasks accurately and quickly based on user needs and preferences.
CS.K-2.8.1.2.CS.2	Explain the functions of common software and hardware components of computing systems.
CS.K-2.8.1.2.CS.3	Describe basic hardware and software problems using accurate terminology.
CS.K-2.8.2.2.ETW.3	Describe or model the system used for recycling technology.
CS.K-2.8.2.2.ETW.4	Explain how the disposal of or reusing a product affects the local and global environment.

## Materials

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- Laptop
- Recycled materials

## Assessment

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### Formative Assessment

- Teacher Observation
- Checks for Understanding
- Exit Tickets

### Summative Assessment

- Performance Tasks & Projects

## **Accommodations & Modifications**

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### **Special Education**

- Follow IEP Plan which may contain some of the following examples...
- In class/pull out support with special ed teacher or assistant
- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

### **504**

- In class/pull out support with special ed teacher or assistant
- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

### **ELL**

- Translation device/dictionary
- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

### **At-risk of Failure**

- Preferred seating
- Directions repeated/clarified
- Extended time for completing tasks
- Vocabulary support
- Limit number of tasks

### **Gifted & Talented**

- Independent projects
- Online games
- Extension activities

## **Interdisciplinary Connections**

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SCI.K.ESS3.C

Human Impacts on Earth Systems

SCI.K-ESS3-3

Communicate solutions that will reduce the impact of climate change and humans on the land, water, air, and/or other living things in the local environment.

## **Career Readiness, Life Literacies & Key Skills**

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TECH.9.4.2.CI.1

Demonstrate openness to new ideas and perspectives (e.g., 1.1.2.CR1a, 2.1.2.EH.1, 6.1.2.CivicsCM.2).

TECH.9.4.2.CI.2

Demonstrate originality and inventiveness in work (e.g., 1.3A.2CR1a).

TECH.9.4.2.DC.7

Describe actions peers can take to positively impact climate change (e.g., 6.3.2.CivicsPD.1).

TECH.9.4.2.TL.1

Identify the basic features of a digital tool and explain the purpose of the tool (e.g., 8.2.2.ED.1).

TECH.9.4.2.TL.6

Illustrate and communicate ideas and stories using multiple digital tools (e.g., SL.2.5).

TECH.9.4.2.IML.4

Compare and contrast the way information is shared in a variety of contexts (e.g., social, academic, athletic) (e.g., 2.2.2.MSC.5, RL.2.9).