UNIT 6 TRACKMANIA

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

Unit Overview

The Trackmania lesson further builds on the data collection done in the space flight unit in 6th grade. Students will first drive on a virtual race track in the Trackmania program, and record their lap times to get a baseline measurement. Students will then learn about the physics and math involved in racing. Concepts include lateral vs downward g-force, corner radius and how it affects speed, corner geometry such as entrance, apex, and exit. The learners will then drive again, also recording their times. The times from before instruction and afterward are compared to examine whether the racing techniques taught made a difference in time. Students will then create graphs from the data, showing trends of improvement (or lack thereof). Data concepts taught include sample size, outliers, and measures of central tendency.

Standards

- 8.1.8.CS.2: Design a system that combines hardware and software components to process data.
- 8.1.8.CS.3: Justify design decisions and explain potential system trade-offs.
- 8.1.8.IC.1: Compare the trade-offs associated with computing technologies that affect individual's everyday activities and career options.
- 8.1.8.DA.1: Organize and transform data collected using computational tools to make it usable for a specific purpose.
- 8.1.8.DA.3: Identify the appropriate tool to access data based on its file format
- 8.1.8.AP.6: Refine a solution that meets users' needs by incorporating feedback from team members and users.
- 8.2.8.ED.2: Identify the steps in the design process that could be used to solve a problem.
- 8.2.8.ED.4: Investigate a malfunctioning system, identify its impact, and explain the step-by-step process used to troubleshoot, evaluate, and test options to repair the product in a collaborative team.
- 8.2.8.ED.5: Explain the need for optimization in a design process.
- 8.2.8.ED.6: Analyze how trade-offs can impact the design of a product.
- 8.2.8.ED.7: Design a product to address a real-world problem and document the iterative design process, including decisions made as a result of specific constraints and trade-offs (e.g., annotated sketches).
- 8.2.8.NT.1: Examine a malfunctioning tool, product, or system and propose solutions to the problem.

Materials

- Laptops

Assessment

Formative Assessment

- Teacher Observation
- Checks for Understanding
- Exit Tickets

Summative Assessment

- Performance Tasks & Projects

Accommodations & Modifications

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

	Developing and Using Models Modeling in 6–8 builds on K–5 experiences and progresses to developing, using and revising models to describe, test, and predict more abstract phenomena and design systems. Planning and Carrying Out Investigations Planning and carrying out investigations to answer questions or test solutions to problems in 6–8 builds on K–5 experiences and progresses to include investigations that use multiple variables and provide evidence to support explanations or design solutions.

21st Century Life Literacies & Key Skills

TECH.9.4.8.CI.2	Repurpose an existing resource in an innovative way (e.g., 8.2.8.NT.3).
TECH.9.4.8.CI.4	Explore the role of creativity and innovation in career pathways and industries.
TECH.9.4.8.TL.1	Construct a spreadsheet in order to analyze multiple data sets, identify relationships, and facilitate data-based decision-making.
TECH.9.4.8.TL.2	Gather data and digitally represent information to communicate a real-world problem (e.g., MS-ESS3-4, 6.1.8.EconET.1, 6.1.8.CivicsPR.4).
TECH.9.4.8.TL.3	Select appropriate tools to organize and present information digitally.
TECH.9.4.8.IML.3	Create a digital visualization that effectively communicates a data set using formatting techniques such as form, position, size, color, movement, and spatial grouping (e.g., 6.SP.B.4, 7.SP.B.8b).
TECH.9.4.8.IML.4	Ask insightful questions to organize different types of data and create meaningful visualizations.
TECH.9.4.8.IML.5	Analyze and interpret local or public data sets to summarize and effectively communicate the data.