Unit 4: Technology Project

Content Area: Media Center Course(s): Media 3

Time Period: Generic Time Period

Length: **10 Weeks** Status: **Published**

Unit Overview

Students will be able to independently use their learning to... -Create multimedia projects using technology.

For more information, read the following article by Grant Wiggins.

http://www.authenticeducation.org/ae bigideas/article.lasso?artid=60

Meaning

Understandings

Students will understand that...

Using technology provided by the Monroe Township School District is a privilege.

There are protocols that must be followed when using district provided technology.

Technology can be a powerful learning tool when utilized with respect.

Technology can help you express your knowledge.

Essential Questions

Students will keep considering...

How do I properly handle a laptop computer?

What is the proper procedure for starting up a laptop?

What is the proper procedure for shutting down the laptop?

How do I use laptop tools?

How can I use technology ethically and responsibly?

How can I express what I have learned creatively?

Application of Knowledge and Skill

Students will know...

Students will know...

What facts and basic concepts should students know and be able to recall?

That the proper procedure for starting up a laptop is to carefully lift the lid and press the power button one time. Wait for the computer to startup completely before opening up any programs.

That we always hold a laptop with a two handed "hamburger" grip.

We should never have anything else but the laptop in our hands.

That the proper procedure for shutting down a laptop is to first close down any programs that are open. Be sure to answer all question prompt windows. Wait for the screen to go black before closing the lid.

Their responsibility when using online resources.

How to express themselves creatively using technology.

Students will be skilled at...

| What discrete skills and processes should students be able to use? |
|-------------------------------------------------------------------------------------------------------------------------|
| Starting up and shutting down a laptop computer |
| Navigating to, from and around the district home page. |
| Navigating to from and around specific district provided and approved websites (i.e., Wixie, Google Apps, Tagxedo etc.) |
| Using GAFE tools to express themselves creatively. |
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| Academic Vocabulary |
| Chromebook |
| Laptop |
| Application |
| Google |
| Address Bar |
| File |
| Click |
| Drag |
| Save |
| Quit |
| Mouse/Trackpad |
| Screen |
| Google Classroom |
| Google Docs |
| Google Sheets |
| Google Slides |
| Google Drawing |

Students will be skilled at...

Learning Goal

• Students will create a multimedia project.

| TECH.K-12.1.2.b | engage in positive, safe, legal and ethical behavior when using technology, including social interactions online or when using networked devices. |
|------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| TECH.K-12.1.3 | Knowledge Constructor |
| 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.CRP4 | Communicate clearly and effectively and with reason. |
| CRP.K-12.CRP6 | Demonstrate creativity and innovation. |
| CRP.K-12.CRP7 | Employ valid and reliable research strategies. |
| CRP.K-12.CRP8 | Utilize critical thinking to make sense of problems and persevere in solving them. |
| CRP.K-12.CRP9 | Model integrity, ethical leadership and effective management. |
| CRP.K-12.CRP11 | Use technology to enhance productivity. |
| AAAA.K-12.3.1.4 | Use technology and other information tools to organize and display knowledge and understanding in ways that others can view, use, and assess. |
| AAAA.K-12.3.1.6 | Use information and technology ethically and responsibly. |
| TECH.8.1.5.A.CS1 | Understand and use technology systems |
| TECH.8.1.5.A.CS2 | Select and use applications effectively and productively. |
| TECH.8.1.5.B.CS1 | Apply existing knowledge to generate new ideas, products, or processes. |
| TECH.8.1.5.B.CS2 | Create original works as a means of personal or group expression. |

Target 1-- Level 1 Retrieval

- SWBAT: 1. Open applications to save and quit.
- SWBAT: 2. Describe my responsibilites when using a laptop.

Target 2-- Level 2 Comprehension

• SWBAT: 1. Locate the tools in order to create my project.

Target 3-- Level 3

• SWBAT: 1. Create a multimedia project.

Target 4 - Level 4

• SWBAT: 1. Applied learned technology to other areas.

Formative Assessment and Performance Opportunities

- 1. In-class reading, writing, speaking and listening activities.
- 2. Class participation.
- 3. Cooperative learning activities.
- 4. Review games.
- 5. Think/Pair/Share activities.
- 6. Teacher-directed Q and A.
- 7. Teacher observation.
- 8. Student project
- 9. Additional practice activities.

Differentiation / Enrichment

Differentiation:

1. Strategic seating for reduced distraction, enabling better lesson focus.

2. Small-group, teacher-monitored learning activities.

Enrichment:

- 1. Expand and extend concepts, ideas, relationships, and generalizations.
- 2. Create experiences for deeper learning.

Unit Resources

- ChromeBooks
- Google Apps for Education
- Google Classroom
- Interactive Whiteboard
- Library
- Slideshow Presentations
- Teacher Demonstration
- YouTube Videos/DVD's