3RD/4TH GRADE GIFTED AND TALENTED Pacing Guide

3rd and 4th Grade Gifted and Talented Pullout Program	
Quarter 1,2,3	Project and Problem Based Learning Activities
Big Idea	Throughout the school year, students complete 2-3 project or problem based learning activities. These might be conducted independently or in groups. The process is as follows:
Skills	 SWBAT narrow down a topic by brainstorming and group discussion. SWBAT locate reputable research websites such as Destiny Library, Epic! Library, World Book Encyclopedia, World Almanac, and PebbleGo. SWBAT research a subject they are passionate about and take notes on paper and digitally. SWBAT effectively use technology applications such as Google Classroom, Google Forms, Google Slides, Google Sites, Google Draw, Scratch Coding, Google Meet, Google Meet Breakout Rooms, and Google Docs. SWBAT to take a picture of their project or notes to share with the class. SWBAT upload that picture to a Google Form or Google Meet. SWBAT to "share" a Google project with others. SWBAT identify a problem that needs to be solved via brainstorming and group discussion. Students can do this in person or using Google Meet Breakout Rooms. SWBAT design a plan for a prototype. Students can do this on

- paper (outline, picture or storyboards) or using an app such as Google Draw or Tinkercad 3D design software.
- SWBAT to build their prototype using recycled materials or an app such as Scratch Coding by MIT or Tinkercad 3D design.
- SWBAT design a presentation using Google Slides. SWBAT present their prototypes/presentations in person or via Google Meet.
- SWBAT research problems they found with their design and come up with solutions.
- SWBAT create a presentation and advertising for their prototype using Google Slides, Google Sites, Google Draw, and Google Docs.
- SWBAT use active voice in their writing and identify punctuation mistakes.