

## **TECHNOLOGY-9**

### **SELECTIVE UNIT 2 (S02)**

(Technology Resources)

(July 2017)

**Unit Statement:** In this unit, the emphasis is on the creation, analysis, and use of data to achieve a specific purpose. The student will collaborate to recognize an essential issue, create a relevant question related to the issue, generate data, analyze potential outcomes of actions, and work towards answering the question put forward at the beginning of the unit.

**Essential Outcomes:** (must be assessed for mastery)

1. **The Student Will** brainstorm with others using digital tools and resources to develop an essential question.
2. **TSW** collaborate with others to generate potential (hypothetical) solutions to the essential question.
3. **TSW** use technology such as digital survey tools to collect data related to the issue posed by the essential question.
4. **TSW** analyze the data to assist in providing a proposed answer to the essential question.
5. **TSW** present the proposed answer to the essential question to the class using technology to assist in the presentation.

**Introduced and Practiced Outcomes:**

1. **The Student Will** select and use applications effectively and productively.
2. **TSW** advocate and practice safe, legal, and responsible use of information and technology.
3. **TSW** exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
4. **TSW** identify capabilities and limitations of contemporary and emerging technology resources and assess the potential of these systems and services.
5. **TSW** apply existing knowledge to generate new ideas, products, or processes.

### **Suggested Materials & Software:**

[ECO](#) - This is a comprehensive piece of software centering around environmental issues. It includes built in data gathering, sharing, and manipulation tools. It also features a built in essential question, providing students with firm direction on the topic of environmentalism.

Online survey tools such as [Survs](#), [Survey Monkey](#), [Google Docs](#) are good for creating online surveys. [Here is a list of these survey sites and others recommended by Larry Ferlazzo](#).

Spreadsheet applications such as Open Office Calc, Microsoft Excel, [Google Docs](#), [Zoho](#) or similar applications are good for analyzing data and creating graphs and charts that are good for presentation.

Presentation applications such as Microsoft Powerpoint, [Prezi](#), Open Office, Zoho or Google Docs are good for putting together a visual presentation.

[Etherpad](#) is good for student collaboration throughout the unit.

[Destiny Webpath Express](#) (found on QSI schools Library site)

Use this search engine to find age-appropriate websites that align with this unit.

### **Suggested Activities, Assessment Tools, & Strategies:**

This section contains advice for teaching and assessing the different TSW's found in this unit. These methods are not mandatory, but are recommendations for teachers in need of assistance in teaching or assessing this unit.

(TSW 1-5) [ECO](#) is highly recommended for this unit, as it possess everything required in one package.

- Recognize the importance of environmental issues currently affecting the planet, such as deforestation, pollution, lack of potable water, declining wildlife, etc.
- Use the laws system to manage player impact on a variety of environmental areas.
- Utilize the in-game analytics to inform fact-based decision making.
- Posit laws using data to facilitate community generated goals.
- Discuss outcomes as a class and review areas that were successful or not.

*ASSESSMENT RUBRIC FOUND ON FOLLOWING PAGE.....*

**Assessment Rubric – S02 – Technology Resources**

**Student Name:** \_\_\_\_\_ **Date:** \_\_\_\_\_

**To receive a ‘B’ the student must show ‘B’ level mastery on ALL Essential Outcomes. (TSW’s)**

**To receive an ‘A’, the student must show ‘A’ level mastery on 3 of 5 available and ‘B’ level mastery on all remaining TSW’s.**

<b>TSW</b>	<b>‘A’ Level Mastery</b>	<b>‘B’ Level Mastery</b>	<b>‘P’ Progress</b>
1. <b>TSW</b> brainstorm with others using digital tools and resources to develop an essential question.		The student can use brainstorming techniques to develop an essential question.	
2. <b>TSW</b> collaborate with others to generate potential (hypothetical) solutions to the essential question.	The student can evaluate and justify a variety of solutions to an essential question.	The student can collaborate with others to generate solutions to an essential question.	
3. <b>TSW</b> use technology such as digital survey tools to collect data related to the issue posed by the essential question.	The student can synthesize data from multiple digital tools to support their progress towards answering the essential question.	The student can use technology such as digital survey tools to collect data related to the essential question.	
4. <b>TSW</b> analyze the data to assist in providing a proposed answer to the essential question.	The student can justify why/how their interpretation of the data works towards answering the essential question.	The student can analyze the data to assist in providing a proposed answer to the essential question.	
5. <b>TSW</b> present the proposed answer to the essential question to the class using technology to assist in the presentation.		The student can present the proposed answer to the essential question to the class using technological assistance.	