8th Grade - Unit #1 - Blogging

Content Area: **Technology**
Course(s): **Technology**
Time Period: **September**
Length: **8 weeks**
Status: **Published**

Enduring Understanding

Digital tools provide opportunities for people to have experiences, recognize problems, design solutions, and express their ideas.

Essential Questions

How can digital tools be used for creating original ideas, works, and solutions?

Student Learning Objectives

Publish information about a local or global issue or event on a web-based service.

Analyze media to assess different viewpoints and detect bias, opinion and stereotypes.

Standards

TECH.8.1.5.C.CS1	Interact, collaborate, and publish with peers, experts, or others by employing a variety of digital environments and media
SOC.5-8.6.3.8.3	Critically analyze media to assess different viewpoints and detect bias, opinion, and stereotypes.
SOC.5-8.6.3.8.4	Listens open-mindedly to views contrary to their own.
SOC.5-8.6.3.8.7	Recognize that the actions or inactions of individuals, groups, and nations can have intended and unintended consequences.

Instructional Activities

Watch a variety of current videos posted on CNN Student News.

Students will analyze media to assess different viewpoints and publish information on a web-based service such as Edmodo or E-Blogger.

Interdisciplinary Connections

Social Studies- Current events

Texts and Resources

Computers with internet access

SmartBoard

Edmodo

e-Blogger

Assessment

Participation

Demonstration of well constructed thoughts and ideas during discussions

Rubric for published product

8th Grade - Unit #2 - Poster Design

Content Area: **Technology**
Course(s):   **Technology**
Time Period: **November**
Length: **8 weeks**
Status: **Published**

Enduring Understanding

Technology helps us to design professional-looking full color posters.

Essential Questions

- **How do I create a poster on the computer?**
- **What pictures and text should be included on the poster?**
- **What principles regarding contrast and color choice are important to think about when designing a poster?**

Standards

TECH.8.1.5.E.CS3	**Evaluate and select information sources and digital tools based on the appropriateness for specific tasks.**
TECH.8.1.5.E	**Students apply digital tools to gather, evaluate, and use information.**
TEC.5-8.8.1.8.A.5	**Select and use appropriate tools and digital resources to accomplish a variety of tasks and to solve problems.**
AR.7-8.1.2.8 D.1	**Incorporate various art elements and principles in the creation of works of art.**
AR.7-8.1.2.8 D.2	**Explore various media, technologies and processes in the production of two and three dimensional art.**
TECH.8.1.5.E.1	**Use digital tools to research and evaluate the accuracy of, relevance to, and appropriateness of using print an non-print electronic information sources to complete a variety of tasks.**
TECH.8.1.5.A.1	**Select and use the appropriate digital tools and resources to accomplish a variety of tasks including solving problems**

Student Learning Objectives

Create a full color poster using design principles and computer software.

Edit photos to include on the poster.

Add appropriate graphics and text to the poster.

Instructional Activities

Instruction on using photo editing software.

Brainstorming items to be on the poster.

Taking and importing digital photos.

Design of poster in photo editing software.

Revision/proofreading of posters.

Interdisciplinary Connections

Language Arts: Creation of poster content

Art: Design principals- use of space and color

Texts and Resources

Photoshop or similar software

Assessment

Poster rubric

Student conferences regarding poster design and use of software

8th Grade - Unit #3 - Technology, Game Design

Content Area: **Technology**
Course(s): **Technology**
Time Period: **February**
Length: **8 weeks**
Status: **Published**

Enduring Understanding

Digital tools provide opportunities for people to have new experiences, recognize problems, design solutions, and express their ideas.

Essential Questions

How has the use of digital tools improved opportunities for communication and collaboration?

Standards

TECH.8.2.8.E.2	Demonstrate an understanding of the relationship between hardware and software.
TECH.8.2.8.C.1	Explain how different teams/groups can contribute to the overall design of a product.
TECH.8.2.8.D.4	Research and publish the steps for using and maintaining a product or system and incorporate diagrams or images throughout to enhance user comprehension.
TECH.8.1.5.D.3	Demonstrate an understanding of the need to practice cyber safety, cyber security, and cyber ethics when using technologies and social media.
TECH.8.2.8.E.3	Develop an algorithm to solve an assigned problem using a specified set of commands and use peer review to critique the solution.
TECH.8.2.8.C.CS1	The attributes of design.
TECH.8.2.8.E.4	Use appropriate terms in conversation (e.g., programming, language, data, RAM, R OM, Boolean logic terms).

Student Learning Objectives

Enhance creativity through the use of digital tools.

Demonstrate proper cyber safety and ethics while researching and publish the steps for using and maintaining a product or system. Include an algorithm to solve an assigned problem and incorporate diagrams or images throughout to enhance user comprehension.

Explain how working in teams can improve product design and implement a peer review process.

Instructional Activities

Learn game design skills by playing quests.

Identify the components used in game design.

Use the principles of game design to 'repair' broken games.

Design a video game that is grade level appropriate with a partnering student from another class.

Interdisciplinary Connections

Language Arts: writing and storytelling

Texts and Resources

Computers with Internet access

Gamestar Mechanic

Assessment

Rubric evaluating video game design

Participation and group work rubric

8th Grade - Unit #4 - Digital Citizenship

Content Area: **Technology**
Course(s):   **Technology**
Time Period: **May**
Length: **8 weeks**
Status: **Published**

Enduring Understanding

Students should know how to act legally and responsibly when using digital tools and take precautions to ensure their own digital safety.

Essential Questions

How does one use social media appropriately, and avoid activities that could be considered cyber bullying?

What are the rules for using intellectual property without violating copyright law?

What steps can you take to help prevent identity theft, and what recourse should you take if your identity is stolen?

Student Learning Objectives

Explain the importance of following the law and practicing positive ethics with regards to technology.

Utilize appropriate terminology related to Social Media Safety, Intellectual Property Use, Identity Theft Protection, and Cyber Security.

Examine topics such as censorship and privacy in relation to technology.

Discuss current events and how they relate to technology.

Assess the credibility and accuracy of digital content.

Develop innovative products and process relating to a local or global issue or event using technology and synthesize and publish the information.

Standards

TECH.8.1.8.D.5	Understand appropriate uses for social media and the negative consequences of misuse.
TECH.8.1.8.D.CS2	Demonstrate personal responsibility for lifelong learning.
TECH.8.1.8.B	Students demonstrate creative thinking, construct knowledge and develop innovative products and process using technology.
TECH.8.1.8.D	Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior.
TECH.8.1.8.B.CS2	Create original works as a means of personal or group expression.
TECH.8.1.8.B.CS1	Apply existing knowledge to generate new ideas, products, or processes.
TECH.8.1.8.D.CS1	Advocate and practice safe, legal, and responsible use of information and technology.
TECH.8.1.8.D.2	Demonstrate the application of appropriate citations to digital content.
TECH.8.1.8.D.4	Assess the credibility and accuracy of digital content.
TECH.8.1.8.D.1	Understand and model appropriate online behaviors related to cyber safety, cyber bullying, cyber security, and cyber ethics including appropriate use of social media.
TECH.8.1.8.D.3	Demonstrate an understanding of fair use and Creative Commons to intellectual property.
TECH.8.1.8.D.CS3	Exhibit leadership for digital citizenship.
TECH.8.1.8.B.1	Synthesize and publish information about a local or global issue or event (ex. telecollaborative project, blog, school web).

Instructional Activities

Students will create a multimedia project that demonstrates an understanding of Digital Citizenship within one of the following subtopics: Cyber Bullying, Social Media Safety, Copyrights/Intellectual Property, Cyber Security/Identity Theft, Information Literacy, Censorship, or Current Issues in Tech. Students will watch the other presentations and complete activities/questions about each topic.

Interdisciplinary Connections

Social Studies: Current Events

Texts and Resources

Internet research

Camcorders/Tripods/Video Equipment

Video editing software

Presentation software

Assessment

- **Listening Guide**
- **Multimedia Project**
- **Test**