# Wood River Middle School
# Tech & Design

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## What is TECH?

Technology is the means by which students solve problems, fill needs, and create new products and procedures. It is every process or innovation that students have or will have designed, invented, or constructed to solve a problem or fill a need.

This semester class is divided into 2 quarters (9 weeks of Tech (Silvis) and 9 weeks of Design (Barbre)).

Students will use the engineering design cycle for their projects.
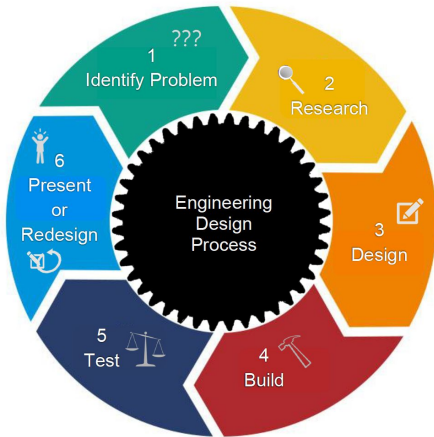


## Topics & Projects:

➤ Animation/Flash
➤ Programming
➤ Bristlebots
➤ Rocketry
➤ Movies (Green Screen)
➤ Game Design
➤ House Design
➤ Tower Building
➤ Robotics

## Tech Expectations:

➤ Use Equipment Safely & Responsibly
➤ Be a Problem Solver
➤ Clean Up Work Area
➤ Be a Team Member

## Grading Information

➤ Student grades will be based on points (10 points per assignment).

➤ Skyward allows parents/guardians to view grades and missing projects.

➤ Google Classroom is a great source for both parents and students to access assignments, know the daily activities, and objectives.

*Option 1:* Parent/Guardian can ask their student to open their Google Classroom account to see the objectives & projects.

*Option 2:* Parent/Guardian should of received an invitation to join Classroom by email. If accepted, they will receive regular email summaries about missing work, upcoming projects, and objectives.

*Students will be required to upload some of their assignments to Classroom.*

## Absent Information

➤ Access Google Classroom at home to find out what was missed.

➤ Email the teacher.

| ISTE/NETS Standards | Students should be able to... |
|---|---|
| Empowered Learner | leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences. |
| Innovative Designer | use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions. |
| Knowledge Constructor | use a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others. |
| Computational Thinker | develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions. |