



Unit Planner: Unit 4: Innovative Designer Technology 1

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Unit 4: Innovative Designer

Stage 1: Desired Results	
General Information The unit map is flexible and can be completed at a time that is appropriate for your students. This unit focuses on coding concepts and engineering basics.	Essential Question(s) How can digital tools be used for creating original works, ideas and solutions?
Enduring Understandings and Knowledge Students need to understand the design process when creating sequenced events to solve a problem.	Skills - Ask questions, suggest solutions, test ideas to solve problems and share their learning - Identify simple design techniques to solve a problem with instruction - Code simple tasks using demonstration - Program a sequence of events - Demonstrate perseverance when working to complete a challenging task
Connections to Catholic Identity / Other Subjects Cross-curricular project-based learning experiences should be coordinated with content area teachers based on their pacing guide. Social Studies - cardinal directions Religion - virtual tour of Jesus' miracles	Vocabulary - robots - green screen - coding - sequencing - virtual reality
Standards & Frameworks Addressed ISTE: Educational Technology (2016) ISTE: All Grades	
4. Innovative Designer Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions. Students: a. know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems. b. select and use digital tools to plan and manage a design process that considers design constraints and calculated risks. c. develop, test and refine prototypes as part of a cyclical design process. d. exhibit a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.	
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