NINTH GRADE LEARNING JOURNAL

Use this journal to document your projects in each class. Make sure that you consult the key vocabulary and use the stickers.

ELA   Math   Science   Spanish   Technology

World Geography   Pathways/Electives

2/15- Columbian Exchange Reflection

Please answer this reflection in your learning journal and your portfolio.

1. What is the columbian Exchange?

   The Columbian Exchange is the exchange between the east and west hemispheres between animals, ood, and other goods.

2. What defining events caused the onset of exchange?

   The explorations of the europeans and them wanting to find goods

3. Explain three items that was transferred/exposed to the other hemisphere.

   Sugar, tobacco, and chocolate. All of which from the new world

4. Name one meal that you love that includes ingredients from the two different hemispheres

   Pizza, which is originated in Italy.

5. Explain what you did in the PBL project to help your group.

   I worked on bringing oranges and helping in idea development and the creation of our meal.

6. Post a picture of you working and helping. Post a picture of the cooking process. Post a picture of your final product. Post one additional picture of your group working on the project (Pictures are in the drive). ---4 picture total

Key Vocabulary and Stickers

ENTRY EVENT/BRIEF	ESSENTIAL QUESTION/BRIEF	RESEARCH AND IDEA DEVELOPMENT	PROTOTYPE/PLANNING	EVALUATE AND MODIFY	PRODUCE!
BRIEF		RESEARCH / Idea Development	Prototype	Evaluate and Modify	TEST
BRIEF — Use this sticker as you seek understanding of the assignment or problem. Typically this will come from the community,	RESEARCH — Use this sticker as you examine a problem from all angles. Ask questions, observe people, situations, and artifacts. Develop empathy for the	Idea Development — Use this sticker as you are discussing and exploring ideas for how to solve a problem. Record these ideas quickly. Ideas may come in the form of graphic organizers, notes, drawings, outlines, or video blogs.	Prototype — Use this sticker as you share your more formal ideas--3-d prototypes, mock-ups, drafts, skits, simulations, and storyboards. Remember to seek feedback before	Evaluate and Modify — Use this sticker when you are evaluating your decisions at each step in the process. When you note a user's feedback also note what you intend to do about it going	TEST — Use this sticker to explain how you are trying your prototype with real users. Try it out and note the way it performs and is understood by a real audience. Explain methodology and note observations.

your instructor, or your own observation. You must completely understand the objectives of the project to be successful, so this step is crucial. Develop active listening skills! Entry events for a project are usually a great place to start!	problem that people facing the situation are experiencing. Find out what you know and what you need to know. Explore all of it!	Remember to seek feedback before progressing to the next step (then use the Evaluation/Modification sticker).	progressing to the next step (then use the Evaluation/Modification sticker).	forward.	
Brief	Entry Event				

IMPORTANT DATES					
Add important dates and deadlines					
Sundiata one-pager Feb. 11					

LEARNING JOURNAL

ENTRY EVENT	Visual comparison of origin story
ESSENTIAL QUESTION	How can we use art to bring a hero to life?
RESEARCH AND IDEA DEVELOPMENT:	
PROTOTYPE	
EVALUATION AND MODIFICATION	
PRODUCE!	

Math

IMPORTANT DATES					

LEARNING JOURNAL

ENTRY EVENT	
ESSENTIAL QUESTION	
RESEARCH AND IDEA DEVELOPMENT:	
PROTOTYPE	
EVALUATION AND MODIFICATION	
PRODUCE!	

==Science==

IMPORTANT DATES

==Add important dates and deadlines==

LEARNING JOURNAL

ENTRY EVENT	
ESSENTIAL QUESTION	
RESEARCH AND IDEA DEVELOPMENT:	
PROTOTYPE	
EVALUATION AND MODIFICATION	
PRODUCE!	

Spanish

IMPORTANT DATES

Add important dates and deadlines

LEARNING JOURNAL

Add summaries and links

ENTRY EVENT	
ESSENTIAL QUESTION	
RESEARCH AND IDEA DEVELOPMENT:	
PROTOTYPE	
EVALUATION AND MODIFICATION	
PRODUCE!	

Technology

IMPORTANT DATES

LEARNING JOURNAL

ENTRY EVENT	
ESSENTIAL QUESTION	
RESEARCH AND IDEA DEVELOPMENT:	
PROTOTYPE	
EVALUATION AND MODIFICATION	
PRODUCE!	

IMPORTANT DATES

Add important dates and deadlines

LEARNING JOURNAL

Add summaries and links

ENTRY EVENT	
ESSENTIAL QUESTION	
RESEARCH AND IDEA DEVELOPMENT:	
PROTOTYPE	
EVALUATION AND MODIFICATION	
PRODUCE!	

IMPORTANT DATES					
Add important dates and deadlines					

LEARNING JOURNAL	
Add summaries and links	
ENTRY EVENT	
ESSENTIAL QUESTION	
PROTOTYPE	
EVALUATION AND MODIFICATION	
FILMING AND EDITING:	
PRODUCE!	