

# **Washington Township School District**



The mission of the Washington Township Public Schools is to provide a safe, positive, and progressive educational environment that provides opportunity for all students to attain the knowledge and skills specified in the NJ Learning Standards at all grade levels, so as to ensure their full participation in an ever-changing world as responsible, self-directed and civic-minded citizens.

Course Title:	Engineering our World					
Grade Level(s):	8 <sup>th</sup> Grade					
Duration:	Full Year:		Semester:		Marking Period:	Х
Course Description:	This course is in these systems a Students will students will students and transportation	tended to re used to dy engine tion and p on systems s based or	teach students whe solve problems, cering design systement tototyping systements. Exploration of the nengineering desi	at a techno lesign and ms (CADD s (CNC, 3d lese topics	ed for 8 <sup>th</sup> grade stud blogical system is and control our modern w ) and use these skills I printing and tool sys will focus on student tls and research of cu	d how vorld. s to stems)
Grading Procedures:	Grades are based on 50% Major assessments, 35% minor and 15% supportive					
Primary Resources:	Teacher Created tools	Materials,	3D drafting Softw	are and Cla	assroom equipment a	and

# **Washington Township Principles for Effective Teaching and Learning**

- Implementing a standards-based curriculum
- Facilitating a learner-centered environment
- Using academic target language and providing comprehensible instruction
- Adapting and using age-appropriate authentic materials
- Providing performance-based assessment experiences
- Infusing 21st Century skills for College and Career Readiness in a global society

Designed by:	Patrick Goliszewski		
Under the Direction of:	Malika Moore		
	Written:	8/2023	

**Unit Title:** 1 – Introduction and Overview

**Unit Description:** Unit 1 provides an overview of: the course, the grading procedure, and the classroom rules. Emergency procedures in the classroom will be reviewed. The cycle project which will tie all the segments of the unit together. Emphasis is placed on good classroom citizenship, listening skills and how the information and skills presented, as part of this course, will possibly shape the students career path choice

**Unit Duration: 2 days** 

#### **Desired Results**

Standard(s): 8.2.8.ED.1-7, 8.2.8.ITH.1-5, 8.2.8.NT.1-4, 8.2.8.ETW.1-4, 8.2.8.EC1-2, 9.2.12.CAP.2-6, 9.3.12.AC.1-7, 9.3.12.AC-CST.1-7 & 9, 9.3.12.AC-DES.1-8, 9.3.12.AR.1,2 & 5, 9.3.12.AR-PRF.1, 9.3.12.AR-TEL.3, 9.3.MN.1, 9.3.MN.4, 9.3.MN-HSE.1, 9.3.ST.1, 3-6, 9.3.ST-ET.1-6, 9.3.ST-SM.1,2, 9.4.12.CI.1-3, 9.4.12.CT.1-2

**Indicators:** Students will be able to appropriately react to classroom emergencies and identify differences in engineering career fields

### **Understandings:**

Students will understand that...

- 1. Technology is the application of knowledge and use of resources to solve problems.
- 2. In an emergency situation following established procedures is the appropriate behavior for the situation.
- 3. Learning and innovation skills are necessary for an increasingly complex life and work environments in the 21st century.
- 4. Careers in STEM fields are extremely varied and a growth area.

#### **Essential Questions:**

- 1. What outcomes should a student expect from this course?
- 2. Why is it important to understand emergency procedures?
- 3. How will the content from this course help me as a lifelong learner?
- 4. What is technology and how has it changed society?
- 5. What do STEM careers look like?

#### **Assessment Evidence**

#### **Performance Tasks:**

- 1. Overarching goals and Grades
- 2. Expected behavior and conduct.
- 3. Define Technology
- 4. STEM Careers

### Other Evidence:

Teacher observations

Informal checks for understanding

Independent reading/student conferences

Independent writing/student conferences

Class discussions

Collaboration with others

Group work

Classwork

Teacher-created tests and quizzes

Teacher-created multimedia project

#### Benchmarks:

Career Assessment

**Emergency Safety Review** 

# **Learning Activities:**

- 1. Goals and Grades
- Emergency procedures
   What is Technology Activities
   Lab tour scavenger hunt
   STEM career portfolio

### Resources:

- 1.Handouts
- 2.Teacher made web resources
- 3. Devices and internet

Unit Modifications for Special Population Students		
Advanced Learners	<ul> <li>Provide ample opportunities for creative behavior.</li> <li>Create assignments that call for original work, independent learning, critical thinking, problem solving, and experimentation.</li> <li>Show appreciation for creative efforts • Respect unusual questions, ideas, and solutions.</li> <li>Encourage students to test their ideas.</li> <li>Provide opportunities and give credit for self-initiated learning.</li> <li>Avoid overly detailed supervision and too much reliance on prescribed curricula.</li> <li>Allow time for reflection.</li> <li>Resist immediate and constant evaluation.</li> <li>Avoid comparisons to other students</li> </ul>	
Struggling Learners	<ul> <li>Assist students in getting organized.</li> <li>Give short directions.</li> <li>Use drill exercises.</li> <li>Give prompt cues during student performance.</li> <li>Let students with poor writing skills use a computer.</li> <li>Chunk Assignments</li> <li>Demonstrate skills and have students model them.</li> <li>Give prompt feedback.</li> <li>Use continuous assessment to mark students' daily progress.</li> <li>Prepare materials at varying levels of ability</li> </ul>	
English Language Learners	<ul> <li>Use a slow, but natural rate of speech; speak clearly; use shorter sentences; repeat concepts in several ways.</li> <li>When possible, use pictures, photos, and charts.</li> <li>Corrections should be limited and appropriate. Do not correct grammar or usage errors in front of the class.</li> <li>Give honest praise and positive feedback through your voice tones and visual articulation whenever possible.</li> <li>Encourage students to use language to communicate, allowing them to use their native language to ask/answer questions when they are unable to do so in English.</li> <li>Integrate students' cultural background into class discussions.</li> <li>Use cooperative learning where students have opportunities to practice expressing ideas without risking language errors in front of the entire class</li> </ul>	
Learners with an IEP	Each special education student has an Individualized Educational Plan (IEP) that details the specific accommodations, modifications, services, and support needed to level the playing field. This will enable that student to	

	access the curriculum to the greatest extent possible in the least restrictive environment. These include:  • Variation of time: adapting the time allotted for learning, task		
	<ul> <li>completion, or testing</li> <li>Variation of input: adapting the way instruction is delivered</li> <li>Variation of output: adapting how a student can respond to instruction</li> <li>Variation of size: adapting the number of items the student is expected to complete</li> <li>Modifying the content, process or product</li> </ul>		
	Additional resources are outlined to facilitate appropriate behavior and increase student engagement. The most frequently used modifications and accommodations can be viewed <a href="https://www.neeps.com/here">here</a> .  Teachers are encouraged to use the Understanding by Design Learning Guidelines (UDL). These guidelines offer a set of concrete suggestions that can be applied to any discipline to ensure that all learners can access and participate in learning opportunities. The framework can be viewed here <a href="https://www.udlguidelines.cast.org">www.udlguidelines.cast.org</a>		
Learners with a 504	Refer to page four in the <u>Parent and Educator Resource Guide to Section</u> <u>504</u> to assist in the development of appropriate plans.		

	Interdisciplinary Connections
	into a corpinal y common and
Indicators:	

Integration of 21 <sup>st</sup> Century Skills			
Indicators:			
Critical thinking			
Communication skills			
Creativity			
Problem solving			
Perseverance			
Collaboration			
Information literacy			
Technology skills and digital literacy			

Media literacy

Global awareness

Self-direction

Social skills

Literacy skills

Civic literacy

Social responsibility

Innovation skills

Thinking skills

Unit Title: 2 Safety and Measurement

#### **Unit Description:**

This unit provides an overview of: Safety in the classroom, at home and in the workplace, The use of measuring tools and forms of measurement, Introduction to hand tools and power tools

**Unit Duration: 10 days** 

### **Desired Results**

Standard(s): 8.2.8.ED.1-7, 8.2.8.ITH.1-5, 8.2.8.NT.1-4, 8.2.8.ETW.1-4, 8.2.8.EC1-2, 9.2.12.CAP.2-6, 9.3.12.AC.1-7, 9.3.12.AC-CST.1-7 & 9, 9.3.12.AC-DES.1-8, 9.3.12.AR.1,2 & 5, 9.3.12.AR-PRF.1, 9.3.12.AR-TEL.3, 9.3.MN.1, 9.3.MN.4, 9.3.MN-HSE.1, 9.3.ST.1, 3-6, 9.3.ST-ET.1-6, 9.3.ST-SM.1,2, 9.4.12.CI.1-3, 9.4.12.CT.1-2

**Indicators: Students** will pass the safety Quiz with a 100% and be able to accurately measure to 1/16 of an inch

#### **Understandings:**

Students will understand that...

They are responsible for their own safety and the safety of those around them while they are using tools in the classroom, at home and in the workplace

Measuring tools assist with the design and material processing

Hand and power tools assist with manufacturing, construction and modification

#### **Essential Questions:**

What situations can be dangerous and how do I minimize the risk of injury?

How do you create objects to uniform or specified sizes?

What can be used to modify materials to meet specific needs?

### Assessment Evidence

#### **Performance Tasks:**

Students will use proper protective equipment and conduct themselves in a safe and appropriate manner in the classroom and the lab

Use a ruler to measure

#### Other Evidence:

Teacher observations
Informal checks for understanding
Independent reading/student conferences

Draw various straight edges and angles
Reduce to the nearest 1/16th of an inch
Utilize hand tools in order to manufacture the cycle project(s)
Utilize basic computer programs to design the cycle

Independent writing/student conferences
Class discussions
Collaboration with others
Group work
Classwork
Teacher-created tests and quizzes
Teacher-created multimedia project

#### Benchmarks:

project(s)

Students will appropriately apply measuring and safety practices to complete a tool skills project

# Learning Plan

### **Learning Activities:**

Demonstration

- 1.Safety
- 2.First aid procedures
- 3. Measurement Techniques
- 4. Computer sketches
- 5.Hand tools
- 6.Power tools

Learning Activity Examples

- 1. Classroom Measuring
- 2.Tool Skills Projects

#### **Resources:**

Middle school level Safety resources

- 1. Safety Packet
- 2. Review Worksheet
- 3. Safety Quiz

(Paper or Schoology or other web-based platform) Various Measuring devices

- 1. Rulers (metric and standard)
- 2. Measuring tapes
- 3. Tape measures

Assorted hand and power tools as per laboratory and individual project

Wood and materials as available or required

Unit Modifications for Special Population Students		
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	<ul> <li>Show appreciation for creative efforts • Respect unusual questions, ideas, and solutions.</li> </ul>	
	<ul> <li>Encourage students to test their ideas.</li> <li>Provide opportunities and give credit for self-initiated learning.</li> <li>Avoid overly detailed supervision and too much reliance on</li> </ul>	
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	Give prompt cues during student performance.	
	Let students with poor writing skills use a computer.	
	Chunk Assignments	
	Demonstrate skills and have students model them.	
	Give prompt feedback.      Lies continuous assessment to mark students' daily progress.	
	<ul> <li>Use continuous assessment to mark students' daily progress.</li> <li>Prepare materials at varying levels of ability</li> </ul>	
English Language Learners	Use a slow, but natural rate of speech; speak clearly; use shorter	
	sentences; repeat concepts in several ways.	
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	Integrate students' cultural background into class discussions.  Use cooperative learning where students have opportunities to practice	
Learners with an IED	expressing ideas without risking language errors in front of the entire class  Each special education student has an Individualized Educational Plan (IEP)	
Learners with an IEP	that details the specific accommodations, modifications, services, and	
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	environment. These include:	
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Learners with a 504	Refer to page four in the <u>Parent and Educator Resource Guide to Section</u> <u>504</u> to assist in the development of appropriate plans.

### Indicators:

Students will be making connections to Math (measuring, fractions, decimal conversions), Health (safety), Digital Literacy (computer software) and ELA (design loop paperwork)

# Integration of 21st Century Skills

- 1. Critical thinking
- 2. Communication skills
- 3. Creativity
- 4. Problem solving
- 5. Perseverance
- 6. Collaboration
- 7. Information literacy
- 8. Technology skills and digital literacy
- 9. Media literacy
- 10. Global awareness
- 11. Self-direction
- 12. Social skills
- 13. Literacy skills
- 14. Civic literacy
- 15. Social responsibility
- 16. Innovation skills
- 17. Thinking skills

Unit Title: 3 Design, The Design Loop and Problem Solving

#### **Unit Description:**

This unit introduces the concept of Design in its many forms (i.e. artistic, industrial and engineering) and the Design Process / Problem Solving. Problem solving will be explained through the steps of the design loop. Students will use the elements of design to create an original design of a product and Students will use the design loop to design / engineer a solution to a real-world problem. An emphasis will be placed on the use of CAD software to create design ideas.

**Unit Duration: 10 days** 

#### **Desired Results**

Standard(s): 8.2.8.ED.1-7, 8.2.8.ITH.1-5, 8.2.8.NT.1-4, 8.2.8.ETW.1-4, 8.2.8.EC1-2, 9.2.12.CAP.2-6, 9.3.12.AC.1-7, 9.3.12.AC-CST.1-7 & 9, 9.3.12.AC-DES.1-8, 9.3.12.AR.1,2 & 5, 9.3.12.AR-PRF.1, 9.3.12.AR-TEL.3, 9.3.MN.1, 9.3.MN.4, 9.3.MN-HSE.1, 9.3.ST.1, 3-6, 9.3.ST-ET.1-6, 9.3.ST-SM.1,2, 9.4.12.CI.1-3, 9.4.12.CT.1-2

**Indicators:** Students will be able to follow the 7-step design loop to create an original solution to a real-world problem

### **Understandings:**

Students will understand that...

The design loop is a guideline/ systematic approach for problem solving and can be used in any circumstance

There are 4 elements of design and 7 principles of design

CAD software is more accurate and easier to manipulate variables in than traditional paper and pencil drawings

### **Essential Questions:**

- 1. What are the seven steps to the design loop/ problem solving model
- 2. What are the 4 elements of design and 7 principles of design?
- 3. How can a computer create a drawing quicker and more accurate than traditional drafting?
- 4. How does following the design loop aid the design process?

### Assessment Evidence

#### **Performance Tasks:**

Learn the seven sequential steps to the design loop to problem solving and use skills such as research, sketching, 3D modeling, and testing to solve problems

Identify how a product's use of line, shape & form, texture, and color was used to create an appealing design

Identify the use of the elements; balance, proportion, harmony, contrast, pattern, movement and rhythm in an existing designed work

Use Computer Aided Design (CAD) software to create drawings, 3D models or renderings of an original design

#### Other Evidence:

**Teacher observations** 

Informal checks for understanding Independent reading/student conferences

Independent writing/student conferences

Class discussions

Collaboration with others

Group work

Classwork

Teacher-created tests and quizzes

Teacher-created multimedia project

### Benchmarks:

Students will document their design process following the 7-step problem solving model Students will create an artifact to solve a real-world problem

# Learning Plan

### **Learning Activities:**

- 1. Label the 7 steps to the design process by creating a poster or PowerPoint
- 2. Apply the elements and principles of design in all possible solutions for design briefs
- 3. Use CAD software to re-create and create drawings of simple objects
- 4. Use CAD to create a design of a room within a house or a floor plan of a single-story home
- 5. Use CAD and the design loop to create a solution to a real-world problem.

#### **Resources:**

Computers, projectors and presentation software Examples of engineered products Assorted materials- wood, foam core, cardboard, etc. Various hand and power tools

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	Create assignments that call for original work, independent learning,	
	critical thinking, problem solving, and experimentation.	
	Show appreciation for creative efforts • Respect unusual questions,  ideas and solutions.	
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	Avoid overly detailed supervision and too much reliance on	
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	Chunk Assignments	
	Demonstrate skills and have students model them.	
	Give prompt feedback.	
	<ul> <li>Use continuous assessment to mark students' daily progress.</li> </ul>	
	Prepare materials at varying levels of ability	
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	sentences; repeat concepts in several ways.	
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	<ul> <li>Integrate students' cultural background into class discussions.</li> <li>Use cooperative learning where students have opportunities to practice</li> </ul>	
	expressing ideas without risking language errors in front of the entire class	
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	that details the specific accommodations, modifications, services, and	
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	access the curriculum to the greatest extent possible in the least restrictive	
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	<ul><li>expected to complete</li><li>Modifying the content, process or product</li></ul>	
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# Integration of 21st Century Skills

- 1. Critical thinking
- 2. Communication skills
- 3. Creativity
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- 7. Information literacy
- 8. Technology skills and digital literacy
- 9. Media literacy
- 10. Global awareness
- 11. Self-direction
- 12. Social skills
- 13. Literacy skills
- 14. Civic literacy
- 15. Social responsibility
- 16. Innovation skills
- 17. Thinking skills

Unit Title: 4 Manufacturing and Production Systems

**Unit Description:** This Unit covers the topic of Manufacturing. The basic operations of a production system will be explained. An emphasis will be placed on how to use power and hand tools to transform a raw material into a finished product. Additionally, the concept of manufacturing products through design and 3D printing will be explored.

**Unit Duration: 10 days** 

#### **Desired Results**

Standard(s): 8.2.8.ED.1-7, 8.2.8.ITH.1-5, 8.2.8.NT.1-4, 8.2.8.ETW.1-4, 8.2.8.EC1-2, 9.2.12.CAP.2-6, 9.3.12.AC.1-7, 9.3.12.AC-CST.1-7 & 9, 9.3.12.AC-DES.1-8, 9.3.12.AR.1,2 & 5, 9.3.12.AR-PRF.1, 9.3.12.AR-TEL.3, 9.3.MN.1, 9.3.MN.4, 9.3.MN-HSE.1, 9.3.ST.1, 3-6, 9.3.ST-ET.1-6, 9.3.ST-SM.1,2, 9.4.12.CI.1-3, 9.4.12.CT.1-2

#### Indicators:

#### **Understandings:**

Students will understand that...

- 1. Materials are processed by marking out, cutting, shaping, joining and finishing the raw materials till the desired final product is created.
- 2. Hand and power tools assist with manufacturing.
- 3. A production system starts with a design and ends with the final packaging of a product.

#### **Essential Questions:**

- 1. What steps are needed to transform a raw material
- into a finished product?
- 2. What can be used to modify materials to meet specific needs?
- 3. What five basic operations are included in a production system used to manufacture products?

#### **Assessment Evidence**

#### **Performance Tasks:**

- 1. Apply the steps marking out, cutting & shaping, joining and finishing to transform any material into a finished product
- 2. Safely use all the hand and power tools provided to create class projects
- 3. Identify designing, planning, tooling up, controlling production and packaging & distribution as the five basic operations included in a production system used to manufacture products
- 4. Observe the fabrication of a part created from a student generated CAD file

#### Other Evidence:

Teacher observations

Informal checks for understanding

Independent reading/student conferences

Independent writing/student conferences

Class discussions

Collaboration with others

Group work

Classwork

Teacher-created tests and guizzes

Teacher-created multimedia project

#### Benchmarks:

### **Learning Plan**

### **Learning Activities:**

- 1. Using hand and power tools, demonstrate the required steps to process a material such as wood into a finished product. Examples of sample projects include seasonal or household projects, tic tac toe boards or mechanical toys.
- 2. Students will follow the basic operations of a production system to design, plan, build and possibly package their finished product.
- 3. After using CAD to design a prototype, students will create a product. Projects will vary.

#### **Resources:**

Various hand and power tools, computers, LCD Projector, PowerPoint, Internet, handouts, 3D printer, CAD software, Moodle, Whitebox

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- 8. Technology skills and digital literacy
- 9. Media literacy
- 10. Global awareness
- 11. Self-direction
- 12. Social skills
- 13. Literacy skills
- 14. Civic literacy
- 15. Social responsibility
- 16. Innovation skills
- 17. Thinking skills

**Unit Title:** 5 Transportation Systems

**Unit Description:** This unit will cover the topic of transportation. Students will learn the different vehicular and non-vehicular modes of transportation. They will also understand how different subsystems are needed to complete a transportation system. Forces and laws of motion will be discussed to understand how these affect transportation.

**Unit Duration: 10 days** 

#### **Desired Results**

Standard(s): 8.2.8.ED.1-7, 8.2.8.ITH.1-5, 8.2.8.NT.1-4, 8.2.8.ETW.1-4, 8.2.8.EC1-2, 9.2.12.CAP.2-6, 9.3.12.AC.1-7, 9.3.12.AC-CST.1-7 & 9, 9.3.12.AC-DES.1-8, 9.3.12.AR.1,2 & 5, 9.3.12.AR-PRF.1, 9.3.12.AR-TEL.3, 9.3.MN.1, 9.3.MN.4, 9.3.MN-HSE.1, 9.3.ST.1, 3-6, 9.3.ST-ET.1-6, 9.3.ST-SM.1,2, 9.4.12.CI.1-3, 9.4.12.CT.1-2

#### Indicators:

#### Understandings:

Students will understand that...

- 1. Transportation can be divided into modes such as land, water, air, space, on-site or a human-powered vehicle.
- 2.1 Modes of transportation operate with the help of subsystems.
- 2 Some transportation systems consist of several coordinated modes and parts.
  - 3. The forces of gravity, lift, thrust and drag need to be considered when constructing a transportation vehicle.
  - 4. They need to consider Newton's Laws of Motion when they are constructing their CO2 dragsters and model rockets.

#### **Essential Questions:**

- Transportation can be divided into modes such as
- 2. land, water, air, space, on-site or a humanpowered vehicle.
  - a. Modes of transportation operate with the help of subsystems.
  - b. Some transportation systems consist of several coordinated modes and parts.
- 3. The forces of gravity, lift, thrust and drag need to be considered when constructing a transportation vehicle.
- 4. They need to consider Newton's Laws of motion when they are constructing their CO2 dragsters and model rockets.

### **Assessment Evidence**

#### **Performance Tasks:**

- 1. Identify a mode of transportation as being either land, water, air, space, on-site or a human-powered vehicle.
- 2. Recognize the subsystems located in modes of transportation, the systems needed to coordinate transportation and the parts of a transportation system.
- 3. Distinguish transportation forces such as gravity, lift, thrust and drag as they relate to a specific mode of transportation.
- 4. Analyze how each of Newton's three laws effect the motion of various modes of transportation

#### Other Evidence:

Teacher observations

Informal checks for understanding

Independent reading/student conferences

Independent writing/student conferences

Class discussions

Collaboration with others

Group work

Classwork

Teacher-created tests and quizzes

Teacher-created multimedia project

#### Benchmarks:

- Learning Activities:
  1. After identifying the transportation modes, systems, forces and Newton's laws, students will use hand and power tools to construct a CO2 powered dragster.
  2. After identifying the transportation modes, systems, forces and Newton's laws, students will work collaboratively to construct a single-stage model rocket

### **Resources:**

Unit Modifications for Special Population Students				
Advanced Learners	<ul> <li>Provide ample opportunities for creative behavior.</li> <li>Create assignments that call for original work, independent learning, critical thinking, problem solving, and experimentation.</li> <li>Show appreciation for creative efforts • Respect unusual questions, ideas, and solutions.</li> <li>Encourage students to test their ideas.</li> <li>Provide opportunities and give credit for self-initiated learning.</li> <li>Avoid overly detailed supervision and too much reliance on</li> </ul>			
Struggling Learners	prescribed curricula.  • Allow time for reflection.  • Resist immediate and constant evaluation.  Avoid comparisons to other students  • Assist students in actting organized.			
Strugging Learners	<ul> <li>Assist students in getting organized.</li> <li>Give short directions.</li> <li>Use drill exercises.</li> <li>Give prompt cues during student performance.</li> <li>Let students with poor writing skills use a computer.</li> <li>Chunk Assignments</li> <li>Demonstrate skills and have students model them.</li> <li>Give prompt feedback.</li> <li>Use continuous assessment to mark students' daily progress.</li> <li>Prepare materials at varying levels of ability</li> </ul>			
English Language Learners	<ul> <li>Use a slow, but natural rate of speech; speak clearly; use shorter sentences; repeat concepts in several ways.</li> <li>When possible, use pictures, photos, and charts.</li> <li>Corrections should be limited and appropriate. Do not correct grammar or usage errors in front of the class.</li> <li>Give honest praise and positive feedback through your voice tones and visual articulation whenever possible.</li> <li>Encourage students to use language to communicate, allowing them to use their native language to ask/answer questions when they are unable to do so in English.</li> <li>Integrate students' cultural background into class discussions.</li> <li>Use cooperative learning where students have opportunities to practice expressing ideas without risking language errors in front of the entire class</li> </ul>			
Learners with an IEP	Each special education student has in Individualized Educational Plan (IEP) that details the specific accommodations, modifications, services, and support needed to level the playing field. This will enable that student to access the curriculum to the greatest extent possible in the least restrictive environment. These include:  • Variation of time: adapting the time allotted for learning, task completion, or testing  • Variation of input: adapting the way instruction is delivered  • Variation of output: adapting how a student can respond to instruction  • Variation of size: adapting the number of items the student is expected to complete  • Modifying the content, process or product  Additional resources are outlined to facilitate appropriate behavior and increase student engagement. The most frequently used modifications and accommodations can be viewed here.  Teachers are encouraged to use the Understanding by Design Learning Guidelines (UDL). These guidelines offer a set of concrete suggestions that			

	can be applied to any discipline to ensure that all learners can access and participate in learning opportunities. The framework can be viewed here www.udlguidelines.cast.org		
Learners with a 504	Refer to page four in the <u>Parent and Educator Resource Guide to Section</u> <u>504</u> to assist in the development of appropriate plans.		

**Indicators:** Students will be making connections to Math (measuring, fractions, decimal conversions), Health (safety), Digital Literacy (computer software) and ELA (design loop paperwork)

# Integration of 21st Century Skills

- 1. Critical thinking
- 2. Communication skills
- 3. Creativity
- 4. Problem solving
- 5. Perseverance
- 6. Collaboration
- 7. Information literacy
- 8. Technology skills and digital literacy
- 9. Media literacy
- 10. Global awareness
- 11. Self-direction
- 12. Social skills
- 13. Literacy skills
- 14. Civic literacy
- 15. Social responsibility
- 16. Innovation skills
- 17. Thinking skills