

Overview
DIY Independent Study: Holiday Hacker (+Typing Agent/Digital Citizenship for Grades 3-5)
Target Grade Levels: K-5
<p>Big Ideas: In winter, Holiday Hackers gather together to make things. Our mission is to build a magical world at home, school and around our town. A successful maker has qualities that contribute to his/her success. A good Digital Citizen knows how to type so he/she can communicate. (Grades 3-5)</p>
<p>Unit Summary: In learning centers, students work to earn a class HOLIDAY HACKER patch by completing 6 of the following challenges: Make a Gift Perform a Holiday Song Craft a Gift Card Make a Wreath Wrap a Gift Forage for Natural Decorations Decorate the School Volunteer or Donate Good Digital Citizens know how to be leaders online, including communicating correctly (Grades 3-5).</p>
<p>Essential Questions: How can I use my Maker/DIY skills to create holiday magic? How does a Holiday Hacker use STEAM disciplines to create? What value does imaginative and fearless thinking add to something I create or something I do? How can I learn to communicate effectively online? (Grades 3-5 via Typing Agent)</p>
Standards Addressed
<p>Technology/21st Century Skills: Creativity and Innovation, Critical Thinking, Problem Solving and Decision Making, Typing/Digital Citizenship</p> <p>Engineering: K-2,3-5-ETS1-1. – Define a simple design problem reflecting a need or want that includes specified criteria for success and constraints on materials, time, or cost. K-2,3-5-ETS1-2. – Generate and compare multiple possible solutions to a problem based on how well each is likely to meet the criteria and constraints of the problem.</p> <p>Arts: AH-I-SA-U-2 – Understand the principles of design and the elements of visual arts. AH-I-SA-U-4 – Understand that existing and emerging technologies can inspire new applications of structural components.</p> <p>Math:</p>

*Lesson plans subject to change.

**Accommodations/Modifications – for student specific accommodations, see *Confidential Folder* in wall tray.

CCSS.Math.Practice.MP2 – Reason abstractly and quantitatively.

CCSS.Math.Practice.MP4 – Model with mathematics.

CCSS.Math.Practice.MP5 – Use appropriate tools strategically.

Learning Targets	Learning Activities/Instructional Strategies	Evaluation/Assessment
<p>I CAN... ...work effectively in a group. ...demonstrate understanding of STEAM disciplines. ...work towards completing a badge demonstrating my ability to think creatively and showing my prowess as a problem solver and maker. ...use the home row keys – ASDFGHJK; - and correct finger placement to type at 92% accuracy and at least 25 words per minutes (Grades 3-5)</p>	<p>Daily Structure: Superhero STEAM Townhall (5 minutes, whole group, direct instruction) Badge Work (45 minutes, independent, small group practice) Reflection (5 minutes, whole group, independent reflection)</p> <p>In six DIY design teams students work towards earning patches within a certain discipline. The focus of this rotation is Holiday Hacker. Students select challenges from the Holiday Hacker patch. Students must complete patches as a design team.</p> <p>After completing a Learning Contract, students design and plan their projects start to finish – create deadlines and set the pace – gather materials and resources.</p>	<ul style="list-style-type: none"> • Anecdotal notes • Teacher observation • Discovery Journal • Daily Student Reflections • Self-Assessment • DIY Projects • DIY Products • Authentic Integration Assessment Rubric • Concepts, Skills, Structure, Development, Application, Presentation
<p>Critical Vocabulary</p>		
<p>Makerspace LittleBits Makey Makey Home Row (Grades 3-5) Word Processing (Grades 3-5)</p>	<p>SPECIAL NOTES: Rotation B – November 30-December 4 Lewis (Grade 2) – Finish Bridge project (see 2nd Grade plans from 11/16-24) Intermediate (Grades 3-5) – Must complete at least 20 minutes of Typing Agent</p> <p>Rotation C – December 7-11 Rucker (Grade 2) – Finish Bridge project (see 2nd Grade plans from 11/16-24) Intermediate (Grades 3-5) – Must complete at least 20 minutes of Typing Agent</p>	<p>Questioning Techniques</p> <p>How have today’s experiences inspired me? What was my biggest success today? What was my biggest failure today? How would I reteach what I learned?</p>
<p>Accommodations/Modifications**</p>		
<p>Technology Visual Timer Redirection Corrective Feedback Preferential Seating Model targeted skills/direction Structured transition w/advanced warning</p>	<p>Rotation A – December 14-18 Intermediate (Grade 3-5) – Must complete at least 20 minutes of Typing Agent McPhee (Grade 4) – Continue Maker Challenges (see special Lesson Plan posted by December 11, 2015)</p> <p>NO HOMEWORK – students may continue to explore www.diy.org at home, but</p>	<p>How is what I created for the Holiday Hacker patch... ...Beautiful? Meaningful? Thoughtful? Sophisticated? Shareable? Moving? Enduring?</p>

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Frequent and positive feedback		are discouraged from creating a personal account as it will not count towards STEAM credit.			
Teacher Reflection/Notes					
Higher Order Thinking	Scaffolding	21 st C. Skills	Learning Styles	Student Reflection	Project-based
Student Choice	Global Perspective	Interdisciplinary	Student-Centered	Critical Thinking	Differentiation

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