

Technology Unit Plan

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| Topic: Olympics | | |
| Term: 3 2008 | Year 1 2 3 4 5 6 7 8 | Level 1 2 3 4 |
| Technological Areas: | <input type="checkbox"/> Biotechnology <input type="checkbox"/> Food Technology <input type="checkbox"/> Materials Technology <input type="checkbox"/> Information & Communication | <input type="checkbox"/> Production and Process <input type="checkbox"/> Structures and Mechanisms <input type="checkbox"/> Electronics and Control |
| Contexts: | <input type="checkbox"/> Home <input type="checkbox"/> Personal <input type="checkbox"/> School <input type="checkbox"/> Environment <input type="checkbox"/> Recreational | <input type="checkbox"/> Community <input type="checkbox"/> Energy <input type="checkbox"/> Business <input type="checkbox"/> Industrial |
| Links with other Curriculum areas: | <input type="checkbox"/> English <input type="checkbox"/> Maths <input type="checkbox"/> Science | <input type="checkbox"/> Social Studies <input type="checkbox"/> Health & Physical Education <input type="checkbox"/> The Arts |
| Resources: Kidspiration 'What are all these events called? Indoor and Outdoor equipment suitable for creating events | | |
| Learning Intentions/Outcomes: students will gain an understanding of how events need specific rules for health and safety; students will identify how games can be made out of what is around us and with our imagination | | |
| Situation/Setting the Scene: There are many events at the Olympics this year. We can do some of them here at school but we would like an event that uses the equipment we have in the school. | Design Brief: Design, create and organise an event that children in your class could do using the equipment in your school. | Specifications: <ul style="list-style-type: none"> • It does not have to be sports equipment • It can be inside or outside • It has to be achievable but have a certain element of difficulty • It has to have specific rules |
| Technological Knowledge L.1 Technological systems Understand that technological systems have inputs, controlled transformations and outputs L.2 Technological systems Understand that there are relationships between the inputs, controlled transformations, and outputs occurring within simple technological systems. | Learning Experiences: (examine, identify, discuss, collect, observe, compare, read, describe) <ul style="list-style-type: none"> • The events in the Olympics this year are archery, badminton, baseball, basketball, boxing, canoeing, cycling, diving, equestrian, fencing, football (soccer), gymnastics, handball, hockey, judo, kayaking, marathon, pentathlon, ping pong, rowing, sailing, shooting, swimming, taekwondo, tennis, track and field (many running, jumping, and throwing events), triathlon, volleyball, water polo, weightlifting, wrestling • Match the names of the events to the pictures (Kidspiration 'What are these events called') • List all of the items that athletes use for their sport • Look carefully in the classroom and list what items could be used and adapted in a sports event • Walk around the school and identify what could be used to create a sports event | |
| Technological Practice L.1 Brief Development Describe the outcome they are developing and identify the attributes it should have, taking account of the need or opportunity and the resources available L.2 Brief Development Explain the outcome they are developing and describe the attributes it should have, taking account of the need or opportunity and the resources available | Learning Experiences: (generate, select, develop, adapt, present, test & evaluate, draw, model, plan) <ol style="list-style-type: none"> 1. Draw a plan of what your event will look like 2. Itemise what equipment you will need to collect and use 3. Describe what the equipment will be used for 4. List the rules for the event 5. Create a trial model and test 6. Evaluate event 7. Setup event for class Olympic day | |

Nature of Technology

L.3 Characteristics of technology

Assessment

Understand how society and environments impact on and are influenced by technology in historical and contemporary contexts and that technological knowledge is validated by successful function

L.2 Characteristics of technological outcomes

Understand that technological outcomes are developed through technological practice and have related physical and functional natures

Learning Experiences: (impacts, cultural values, attitudes, behaviour, preferences, beliefs & values)

1. chart your groups favourite Olympic sports
2. survey friends and families about favourite Olympic sports
3. observe and describe how winners and losers react
4. **identify safety measures used in traditional Olympic events and make comparisons to safety measures employed in school sports equipment and adventure playground equipment**
5. **itemise what the rules are for your event and why you have to have them (make a point of health and safety)**

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Websites

Resources for Kids <http://www.kidsturncentral.com/links/2008olympics.htm>

Unusual Sports <http://library.thinkquest.org/J002862/main.htm?tqskip1=1>

Enchanted Learning <http://www.enchantedlearning.com/olympics/>