

HOW WE ORGANIZE OURSELVES



Dear Readers,

Our fourth graders are learning about their fourth transdisciplinary theme **How We Organize Ourselves**. An inquiry into the interconnectedness of human- made systems and communities; the structure and function of organizations; societal decision- making; economic activities and their impact on humankind and the environment.

Students are sharing their thoughts and self expression by generating ideas, asking questions, and giving suggestions about how technology has advanced, its effect, new inventions and how technology will be in the future.

Students are showing their attributes by exploring conceptual ideas and issues that have local and global significance, understand and express ideas with confidence and creativity, and work effectively and willingly in collaboration with others. Each week students will acquire and apply one new skill within their learning.



Central Idea:

Technology impacts on the world of work and leisure through inventions and innovations.

Key Concepts:

- Change
- Connection
- Responsibility

Learner Profile Attributes:

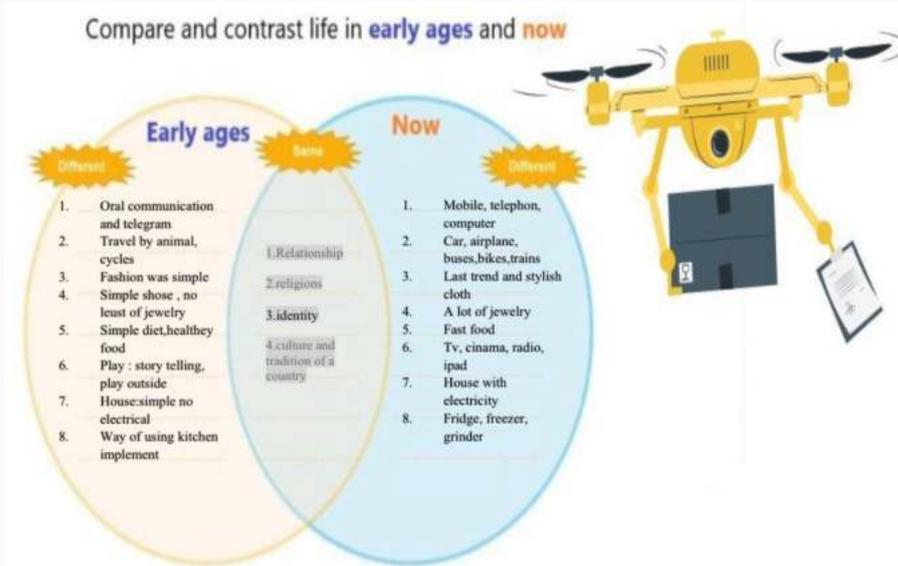
- Inquirer
- Thinker
- Reflective

Tuning In:

WEEK 1 UNDERSTANDING

Circumstances that lead to the development of important inventions and their impact (change).

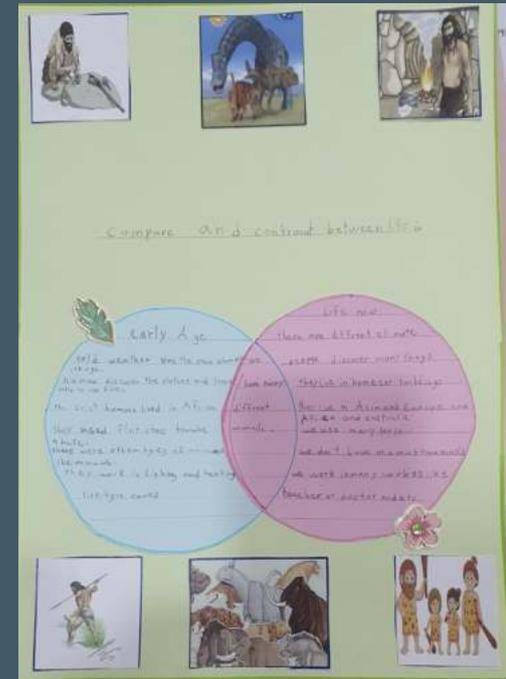
Learners have used the KWL organizer to write about early ages lifestyle, using their thinking skills they described how life was before technology and inventions.



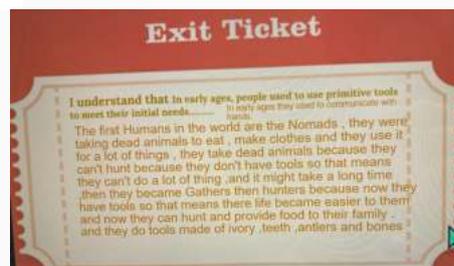
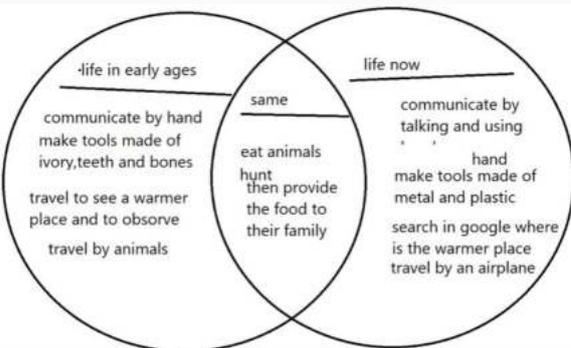
What I Know	What I Want to Learn	What I Learned
They didn't have technology	How they messaged each other	That Cave men I mean
There life was hard and they need to share self and sometimes other tribes	live and what is the best habitat for them and did they have leaders and captians and how did they an torten there	in the stone age the type of rock they us is flint and is easy to find so they and i learnt a new rock type flintstone it is a pretty cool name and that people use the past us leaves as bandages and move to get warm for Ice Age tho.
valubles and supplies	Kids and how they heal the injured.	

KWL CHART

Students had a brainstorming about life in early ages and now to compare and contrast between life in early ages and now (using Venn Diagram). They explored a lot of inventions and tools that made human's life easier.



VENN DIAGRAM



TECHNOLOGY

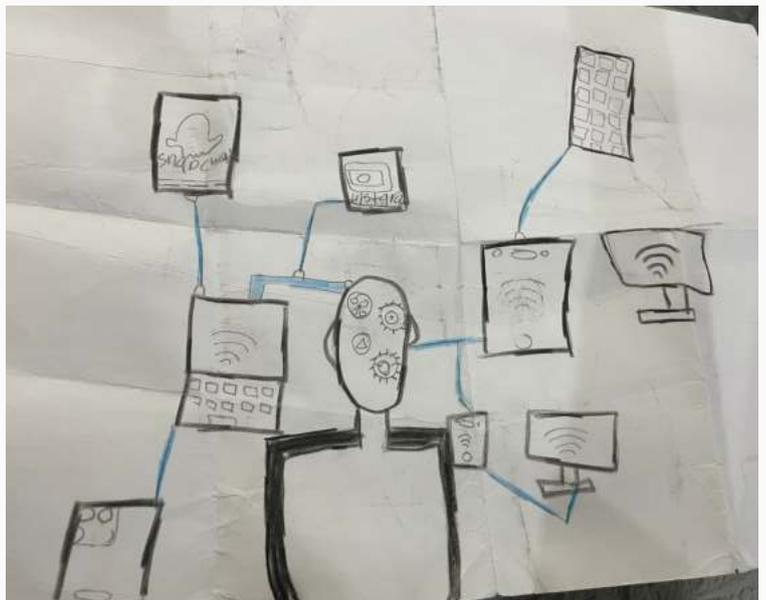
In our Daily lives.

Technology is a inventions that has made a Big effects on our lives and helps us in many things like transportation, cooking, restrooms, Buildings, entertainment, games and many many many more things. Technology as we can see is a great and Big help to us humans in many many MANY ways every day people are make new improvements on technology to make our lives easier in many ways. But we all should know that technology can some times affect ur mental health in many ways as it hurting ur eyes as a thing and many more things so be careful when using Devices and not take too long on them. ♥

Going Further :

TECHNOLOGY REVOLUTION

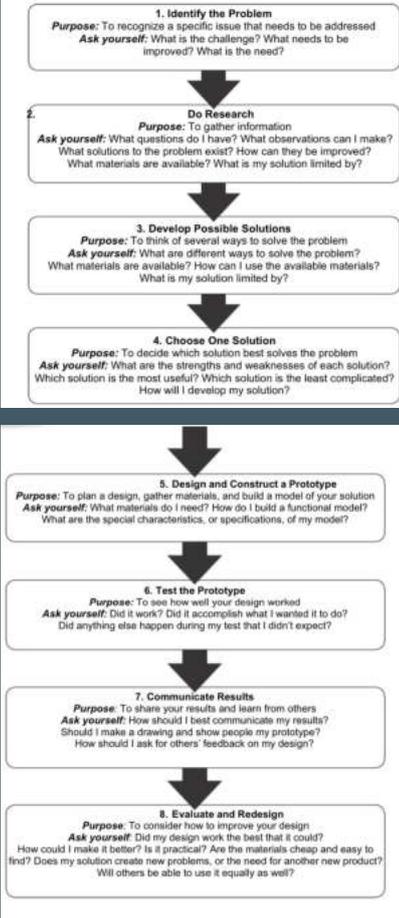
Using research skills, students searched about technological tools in different places, then shared their thoughts and ideas with their classmates about what are some of the technological tools we use at home at work and leisure places? How do these tools facilitate our needs on a daily basis? (time/ effort)? How would we advance the efficiency of our technological tools to meet rising demands?



The Design Process

Engineers follow a process to make new products. The process begins with identifying a problem. Then engineers imagine, plan, create, and evaluate a product that addresses the problem.

Use this guide to develop solutions to problems you identify. Remember that engineers often revise prototypes many times, so you may carry out parts of the process several times when developing a solution.



Design Process

Summative Task:

CONSTRUCT A PROTOTYPE

For the summative task, students followed the design process to make a technological invention that can solve problems and make life easier.

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Identify the Problem

When i open the door its not closing so
i will use locksmith and joiner and rose

Also spindle if I use this things my
problem will be solved.

Do Research

After a problem has been identified, students conduct research. This research may include finding articles in books, magazines, or on the Internet to help students begin to formulate ideas and recognize constraints for their designs.

Add your references:

https://www.macmillandictionary.com
https://www.jbkind.com/blog/how-to-find
-the-best-joiner-to-fit-your-doors

T4 Summative Task
How we organize ourselves

Identify the Problem & Do Research

CONSTRUCT A PROTOTYPE

students started their design process by identifying a problem that can be solves by a technological invention, after that they used their research skills to search about possible solutions for the same problem.



Choose One Solution & Design the Prototype:

After choosing one possible solution to solve the problem, students started to build and design their prototype using some recycled materials and technology. They were collaboratively working to have their first fully working project that they will present it to their classmates.

Test the Prototype & Communicate Results:

When students have done constructing and designing their projects, they tested the prototype and recorded some observations for the design process. The projects were amazingly designed and thought of, students were really proud to see their projects ready to be presented.

Students started to communicate their results and present their projects for other groups, they explained how technology can solve every day problems and the importance of technology in our lives. They also agreed that people will always develop new inventions that meet their needs as the time passes.



THANK
YOU!

