

Yearly Plan for MYP 4 Computer Technology

(* Refer to: Coded Objectives for Technology)

Unit	AOI	Significant Concepts	Objectives *	Concepts/Skills	Assessment
Game InteractiveAn	<p><u>Human Ingenuity</u> – creating a game</p> <ul style="list-style-type: none"> - Evaluate its effectiveness as a learning tool. - Evaluate its desirability and possible market potential for the target audience. <p><u>Approaches to Learning</u> - Learn to use new functions on M. Power Point, specifically action buttons and hidden slides.</p> <ul style="list-style-type: none"> • Learn to install and use hyperlinks. • Consider how to teach concepts or skills to another person. • Use a storyboard. • Plan a specific series of steps to facilitate learning. • Understand the concept of target audience and design an activity for a specific target audience. • Evaluate the operation and effectiveness of their game • Edit appropriately. • Research and accurately record sources of information and write a bibliography. 	<p>M. Power Point may be used in a more advanced way to create a game that interacts with the user.</p>	<p>A 1 – 8 B 1 – 3 C 1 – 3 D 3 – 5 E 1 – 6 F 1 - 3</p>	<ul style="list-style-type: none"> • Review ethics related to use of technology • Show a high level of competence in the use of M. Power Point to create a variety of kinds of slides. • Demonstrate an understanding of the development and use of a design brief and design specification. • Explain the concept of interactive use of a program. • Plan a sequence of slides that give information and assess knowledge or skills. The sequence should facilitate learning. • Use action buttons and hidden slides to make their show interactive. • Evaluate in more than one way the correct operation of their game and then edit appropriately. • Understand the installation and use of hyperlinks. • Use all stages of the design cycle in the course of the project and document appropriately. 	<p>Investigation of higher level Power Point</p> <p>Design and Plan for game</p> <p>Creation process and ongoing evaluation</p> <p>Final product and documentation</p>

MYP 4 Computer Technology, continued
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d StorybookPersonalize	<p><u>Environment</u> – noticing the use of mail merge and similar techniques in producing personalized junk mail</p> <p>- considering the practical uses of mail merge in a business situation and also in a family situation</p> <p><u>Human Interaction</u> – considering the consequences of this sort of technique, how it can be helpful, how it can be used in questionable ways</p>	<p>We can integrate a data base, such as one made with M. Access, with a Word document to make personalized documents. We will use Mail Merge, a feature of M. Word.</p>	<p>A 1 – 8 B 1 – 3 C 1 – 3 D 3 – 5 E 1 – 6 F 1 - 3</p>	<ul style="list-style-type: none"> • Understand the concept of merging a database with a text document and recognize its use in catalogs, advertisements and family letters. • Use M. Access to create a database, enter data, add and delete fields, format and print tables, and select information. • Write a story (with one classmate as the main character) that includes enough details to work for a mail merge. Identify words that can be personalized. • Create a database using the fields that are included in the story. Collect and enter data for all students in the class. • Merge the database with the story to make a personalized story for every classmate. • Consider and list some applications, helpful and possibly harmful, of this kind of technique. 	<p>Demonstration of basic techniques used with a database</p> <p>Design possibilities and brief, specifications, plan</p> <p>Preparation of a database for use in the activity</p> <p>Investigation and demonstration of mail merge</p> <p>Story with marked personalizations</p> <p>Final product , evaluation and documentation</p>

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MediaMessages in	Human Ingenuity – All creations have an effect, some not intended by the creator, while other effects are deliberate.	<p>Various forms of media have tremendous influence over groups of people.</p> <p>Media pieces are often created to convey a message. Subtle or implied messages can be very effective at changing the opinion of groups of people.</p>	<p>A 1 – 8 B 1 – 3 C 1 – 3 D 3 – 5 E 1 – 6 F 1 - 3</p>	<ul style="list-style-type: none"> • Understand that there are many forms of media that artists used to convey a message that is important to them. • Many artists want observers to recognize and understand their message. • Many artists use subtle means to convey their message. They want observers to grasp the message, perhaps subconsciously, and change their perspective or opinion accordingly. • We can analyze media works to identify obvious and subtle messages. • We can create a work to convey an obvious/direct message. • We can create a work to convey a subtle message. • It is possible to create a test to evaluate the effectiveness of the media work in conveying the message. 	<p>Investigation into several works and analysis of their subtle messages</p> <p>Design and Plan of an original work to convey a message</p> <p>Creation Process and ongoing evaluation</p> <p>Test to evaluate both products</p> <p>Design and Plan of a second work to create a work with a subtle message</p> <p>Creation Process and ongoing evaluation of the second work</p> <p>Testing and subsequent evaluation of products</p> <p>Presentation of final products + documentation</p>