	Georgia Department of Education · Educational Technology Training Centers ***INtegrating TECHnology©*** **Professional Development Program**

TECHNOLOGY-CONNECTED LESSON PLAN

Lesson Plan Number (Check one box)	1	2	3	4
	x			

(please type)

Name:	Lita Brown	**School:**	Litaland Alternative School

Lesson Title:	Who cares about that dead guy?
Lesson Summary:	When students are actively engaged in topic selection they will be more invested in researching and presenting the information they have learned.
Grade Level/Subject Area:	9-12
Student Profile:	**Number of Students:** 28
	Number of Students with Special Needs: 4
Performance Objectives:	After completion of the lesson, students will be able to: (use action verbs) • Locate library materials using the OPAC • Compose a meaningful, engaging biography using Glogster • Know that "Notable impacts" have been made across multiple generations and in every field of student interest.
Georgia Performance Standards	**SCSh7. Students analyze how scientific knowledge is developed.** Students recognize that: c. From time to time, major shifts occur in the scientific view of how the world works. More often, however, the changes that take place in the body of scientific knowledge are small modifications of prior knowledge. Major shifts in scientific views typically occur after the observation of a new phenomenon or an insightful interpretation of existing data by an individual or research group. d. Hypotheses often cause scientists to develop new experiments that produce additional data. e. Testing, revising, and occasionally rejecting new and old theories never ends.
Assessment:	A project rubric will be used to assess learning.

Technology Connections:	**NETS-S** **Creativity and Innovation** Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students: a. apply existing knowledge to generate new ideas, products, or processes. b. create original works as a means of personal or group expression. **2. Communication and Collaboration** Students use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others. Students: a. interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media. b. communicate information and ideas effectively to multiple audiences using a variety of media and formats. d. contribute to project teams to produce original works or solve problems. **3. Research and Information Fluency** Students apply digital tools to gather, evaluate, and use information. Students: a. plan strategies to guide inquiry. b. locate, organize, analyze, evaluate, synthesize, and ethically use information from a variety of sources and media. c. evaluate and select information sources and digital tools based on the appropriateness to specific tasks. **4. Critical Thinking, Problem Solving, and Decision Making** Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. Students: b. plan and manage activities to develop a solution or complete a project. **5. Digital Citizenship** Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students: a. advocate and practice safe, legal, and responsible use of information and technology. b. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity. **6. Technology Operations and Concepts** Students demonstrate a sound understanding of technology concepts, systems, and operations. Students: a. understand and use technology systems. b. select and use applications effectively and productively. d. transfer current knowledge to learning of new technologies.

Materials:	OPAC, reference materials 30 student workstations with internet access
Related URLs:	Nickname: sukxrew Password: 5idehouj First login link: http://edu.glogster.com/go/vg3ukk
Procedures: **(Please number your procedures.)**	**Whole Group:** 1. Introduction – Students will draw an 'interesting fact' out of a hat. Students will then be given 10 minutes to trade amongst themselves for a 'more interesting fact.' Students will make note of their fact and individually redeeem their piece of paper for the scientist's name. 2. After all students have recorded their fact and scientist, the librarian will introduce Glogster via Promethean board.
	Individual: Students will locate text, video and images on the library OPAC and create their Glog.
Classroom Management:	**Technology Management Strategy:** Librarian will monitor student use of OPAC and assist with print and online resource location as needed. Librarian will assist with Glog creation as needed.
	In addition to the librarian, the classroom teachers will be on-hand during the initial lesson to provide attention to specific students as needed.
Accommodation (Lesson Plan #3 only):	OI students can effectively complete the project in the Media Center using assistive technology**.**