"Life in a Week"

Global Learning Project Standards

ISTE Standards:

1. Empowered Learner
d - Students understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies

2. Design and Develop Digital-Age Learning Experiences and Assessments
a - Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity.

c - Customize and personalize learning activities to address students' diverse learning styles, working strategies, and abilities using digital tools and resources.

6. Creative Communicator
a - Students choose the appropriate platforms and tools for meeting the desire objectives of their creation or communication.

c - Students communicate complex ideas clearly and effectively by creating or using a variety of digital objects such as visualizations, models or simulations

7. Global Collaborator
c - Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.

Common Core States Standards:

CCSS.ELA-LITERACY.SL.9-10.5
Make strategic use of digital media (e.g., textual, graphical, audio, visual, and interactive elements) in presentations to enhance understanding of findings, reasoning, and evidence and to add interest.

CCSS.ELA-LITERACY.CCRA.L.1
Demonstrate command of the conventions of standard English grammar and usage when writing or speaking.

Career and Technical Education Standards:

1.3 History–Social Science
Understand the connections among natural resources, entrepreneurship, labor, and capital in an industrial economy. Specific applications of World History, Culture, and Geography: The Modern World standards:

10.11- Students analyze the integration of countries into the world economy and the information, technological, and communications revolutions (e.g., television, satellites, computers).

Academic 1.0

4.2 - Draw conclusions about the effectiveness of informal and formal productions,
films/videos, or electronic media on the basis of intent, structure, and quality of the work.

5.0 Problem Solving and Critical Thinking

Students understand how to create alternative solutions by using critical and creative thinking skills, such as logical reasoning, analytical thinking, and problem-solving techniques:

5.3 - Prepare portfolios of their original works of art for a variety of purposes (e.g., review for postsecondary application, exhibition, job application, and personal collection).

5.3 - Use critical thinking skills to make informed decisions and solve problems.

5.4 - Use the elements of the particular art form to observe, perceive, and respond.

4.0 Technology

Students know how to use contemporary and emerging technological resources in diverse and changing personal, community, and workplace environments:

4.2 - Understand the use of technological resources to gain access to, manipulate, and produce information, products, and services.

4.7 - Understand how technology can reinforce, enhance, or alter products and performances.

9.0 Leadership and Teamwork

Students understand effective leadership styles, key concepts of group dynamics, team and individual decision making, the benefits of workforce diversity, and conflict resolution:

9.5 - Understand how to interact with others in ways that demonstrate respect for individual and cultural differences and for the attitudes and feelings of others.

A1.2 Specific applications of VPA Creative Expression standards for Visual Arts at the proficient level (grades nine through twelve):

2.1 - Solve a visual arts problem that involves the effective use of the elements of art and the principles of design.

2.2 - Prepare a portfolio of original two- and three-dimensional works of art that reflects refined craftsmanship and technical skills.

2.3 - Develop and refine skill in the manipulation of digital imagery (either still or video).