

Goals and Competencies— National Educational Technology Standards for Students (NETS*S):**National Educational Technology Standards for Students (NETS*S):****1. 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.
- c. use models and simulations to explore complex systems and issues.
- d. identify trends and forecast possibilities.

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.
- c. develop cultural understanding and global awareness by engaging with learners of other cultures.
- 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.
- d. process data and report results.

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:

- a. identify and define authentic problems and significant questions for investigation.
- b. plan and manage activities to develop a solution or complete a project.
- c. collect and analyze data to identify solutions and/or make informed decisions.
- d. use multiple processes and diverse perspectives to explore alternative solutions.

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.
- c. demonstrate personal responsibility for lifelong learning.
- d. exhibit leadership for digital citizenship.

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.
- c. troubleshoot systems and applications.
- d. transfer current knowledge to learning of new technologies.

Green Woods Charter School	Teacher: Mrs. Starke	Time span:
Grade Level: 6th		

Skill Set—Students will work on the following highlighted technology skills:

- Navigating tools and options in Google Earth to take an already made tour
- Create a stop on a new tour with images and explanations by using Google Earth tools, including:
 - Placing a thumbtack on the screen
 - Editing the properties
 - Using basic HTML to format the text and insert an image
 - Modifying tour options for timing, pacing, flying and elevation

Activities

Begin by reviewing students' current knowledge of the old Ancient Wonders. Revisit notes, books, or websites as needed to begin small group discussion.

Day 1:

Students will be discussing the Ancient WOW in social studies, and should be familiar with each. Using this information, students should brainstorm (in Inspiration, if available) reasons why they think those Wonders were chosen. Encourage use of the rapid fire tool to allow students to write whatever comes to mind. After about 10 minutes, students should share this in a large group setting, as teacher makes a large final web on the board. To wrap up, students should summarize what common characteristics are seen across all the Ancient Wonders, and develop a final list ([sample available here](#)).

Day 2:

Students will first use Google Earth to take a tour of the Ancient Wonders (can be downloaded off of Internet or may be located on the teacher drive). They will see not only the locations of the Ancient Wonders, but also get a chance to examine some of the tools available in Google Earth. Students should visit each site in the tour and read the pop-up box to review information about each wonder.

Directions for doing the Google Earth tour:

1. Open Google Earth first
2. Click in the Layers area (on the left hand lower sidebar) and uncheck Primary Database to turn off everything
3. Click the arrow to hide the Layers area
4. Go to File, Open and browse to the file (TourofAncientWonders)
5. Expand the Tour, then My Places
6. Double click on the 1st yellow Thumbtack in the sidebar
7. Click on the location in the main window to see the pop-up window
8. Continue double-clicking on each site to finish the tour

Day 3:

Review the characteristics of a "Wonder" with students, and assign them to research (using sites in 6th Grade Technology folder) new Wonders of the World. They should develop a list of three potential sites they think should be new "Wonders". Students should then type a list with those new sites, as well reasons why they chose those sites. ([See assignment: \\dc1\student\documents\5-8\6th Grade TECHNOLOGY\Pick the New Wonders of the World Assignment.doc](#)).

Day 4:

Students will pick the one they believe should be a WOW of the world and then find 3 images they believe best

Green Woods Charter School	Teacher: Mrs. Starke	Time span:
Grade Level: 6th		

visually represent their new Wonder. Demonstrate using the 3D warehouse in GE to see if there are any models for students to use. Students should also begin writing their explanations as to why they have chosen this Wonder.

Day 5-6:

Students will move their image files into the Google folder on the student drive to make it easier for entering HTML code into GE. Students will open a new GE file and save it as a new “place” with the following file name: EX—Katie’s Wonder-Taj Mahal.

Demonstrate the following skills:

- Navigating to a destination, zooming in, choosing altitude and then adding a place mark
- Editing properties of a place mark to change for images
- Inserting student text from file into the place mark
- Inserting HTML for enhancing text
- Inserting HTML to add images of Wonder

Day 7:

Via projector, students will assist teacher in adding each file into one classroom project file, which will show each student’s choice for a new Wonder. Then, they will assist in creating settings to make it a self-running tour/show for distribution on the web.

<i>Materials/Resources</i>	<i>Assessment</i>
Inspiration Internet Access Links to WOW sites Image websites Google Earth file	Inspiration web with attached rubric.