



BPS GENIUS HOUR PROGRAM

Middle School (Grades 6-9)

STRANDS	CONCEPTS	COMPETENCIES	CHARACTER
	Learners will understand that...	Learners will be able to...	Integrity
Digital Literacy & Familiarity	<p><i>BASICS OF DIFFERENT TECHNOLOGICAL TOOLS AND HOW THEY WORK</i></p> <ol style="list-style-type: none"> 1. Different software have a variety of tools to help accomplish different goals. 2. It is important to know the parts of the computer to effectively troubleshoot any problems. 3. Technology is ever changing and learners will constantly need to be prepared to learn new skills (Learn how to learn/ Empowered Learners) 	<ul style="list-style-type: none"> • Identify some of the different components of technological devices as well as software. • Troubleshoot should they come across challenges with the technology in use. • Use different types of digital tools to accomplish a variety of goals effectively (searching, evaluating and presenting information) • Teach themselves new skills and not rely on the teacher for all answers. 	<p>Resilience</p> <p>Reflection</p> <p>Empathy</p> <p>Playfulness</p>

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<p>Digital Citizenship</p>	<p><i>LIVING IN AN INTERCONNECTED DIGITAL WORLD BRINGS UP MANY ISSUES, AND ALSO THE RESPONSIBILITY TO ACT IN WAYS THAT ARE SAFE, LEGAL AND ETHICAL, LOCALLY AND GLOBALLY</i></p> <ul style="list-style-type: none"> • Identify and evaluate who they are as Digital Citizens. • Explain the importance of Ergonomics • Describe the issue of the Digital Divide • Determine importance of Netiquette. • Understand that the Intellectual Property faces many issues with the introduction of technology and that must be considered. 	<ol style="list-style-type: none"> 1. Understand how to be careful when using devices and how to be safe online, follow safety rules when using the internet and collaborate with others. <ul style="list-style-type: none"> ○ Demonstrate an understanding that technology is all around them and the importance of keeping their information private. ○ Effective Passwords ○ Backing up ○ Antivirus ○ Understand why hacking is wrong ○ Surge Protectors 2. Learn and demonstrate the importance of using technology in a healthy manner to avoid risks. <ul style="list-style-type: none"> ○ Physical Risks ○ Mental Risks 3. Learn about netiquette and the importance of following said expectations. <ul style="list-style-type: none"> ○ Recognizing inappropriate/inappropriate computer behavior. (Sending spam, using emoticons) ○ Giving back to the community 4. Learn about ownership and sharing of information and how to respect the work of others as well as demonstrate it in all their works. <ul style="list-style-type: none"> ○ Pirating ○ Digital Citing 5. Evaluate the uses of the Internet and digital technologies and the difference in access to people around the world. 6. Demonstrate and understanding of the role an online identity plays in the digital world and learn the permanence of their decisions when interacting online. (Digital Footprint) 	

STRANDS	CONCEPTS	COMPETENCIES	CHARACTER
Innovative Designers	<p><i>BY USING A VARIETY OF TECHNOLOGIES WITHIN A DESIGN PROCESS THEY CAN SOLVE PROBLEMS BY CREATING NEW, USEFUL OR IMAGINATIVE SOLUTIONS</i></p> <ol style="list-style-type: none"> 1. Following the design process is helpful when creating a product. 2. Different tools are available in the planning process of a product. 3. Products can always be improved on but sometimes you have to organize more effectively to meet deadlines. 	<ul style="list-style-type: none"> • Explore and practice how a design process works to generate ideas, consider solutions, plan to solve a problem or create innovative products that are shared with others. • Use digital and non-digital tools to plan and manage a design process. • Engage in a cyclical design process to develop repeatedly and reflect on the role that trial and error plays • To persevere when faced with a challenging task, and stop when it is necessary. 	
Creative Communicators	<p><i>WE NEED TO BE CLEAR ON THE PURPOSES OF OUR COMMUNICATIONS AND MATCH OUR CHOICE OF TOOLS AND MEDIA TO THOSE PURPOSES</i></p> <ol style="list-style-type: none"> 1. Communication is more effective when you use the appropriate medium for the task. 2. Communication is more effective when you know who your audience is 	<ul style="list-style-type: none"> • Choose different digital tools to accomplish communicate in different ways. (Video, Audio, etc...) • Use digital tools to create original works • Differentiate choice of communication based on audience. 	
Global Collaborators	<p><i>WE BROADEN OUR PERSPECTIVES AND ENRICH OUR LEARNING THROUGH TEAMWORK AND COLLABORATION, LOCAL AND GLOBAL, AND THAT DIGITAL TOOLS CAN SUPPORT THESE INTERACTIONS</i></p> <ol style="list-style-type: none"> 1. Collaboration gives new perspectives. 2. Different learners will be more efficient in different roles on a team. 	<ul style="list-style-type: none"> • Explore real-world issues and collaborate with others to find answers or solutions. • Take on different team roles and use age-appropriate technologies to complete projects. 	