



Positive Behaviour Token

Grade Level/s:
7, 2

Subject/s:
Technologies

Type:
Unit Plan

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Positive Behaviour Token

Students to recognise positive behaviours in the You Can Do It 5 keys behaviour system to design and produce a 3D token.

Single Lesson Plan

Investigation/Play

Task:
Lesson One

Activity:
Prior knowledge: What is 3D printing? Have you heard of 3D printing? Introduce 3D printing to students Watch video clip: Plastic Fantastic 3D printing- <https://www.youtube.com/watch?v=t74nFzG5Mto> (<https://www.youtube.com/watch?v=t74nFzG5Mto>) Explore, play and investigate with Makers Empire Software

Resources:
Internet access

Mind Map

Task:
Lesson Two

Activity:
Show students what tokens can look like (google images)
Students to brainstorm ideas and produce a mind map using the criteria of size, shape, colour and symbol to design token.

Resources:
Internet Butcher paper Post it notes

Designing

Task:
Lesson Three

Activity:
Students to develop ideas from mind map to sketch possible tokens using 2D block shapes as a stencil.

Resources:
A3 paper 2D block shapes

Lesson Four	Students design possible token using plasticine. Feedback/Assessment–Students then provide feedback to their peers using 2 stars and a wish (assessment piece).	Plasticine 2 stars and a wish feedback sheet
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Production/Making

Task: Lesson Five	Activity: Students create their design ideas using Makers Empire software that can be viewed and discussed with peers.	Resources: Internet Access
Lesson Six	When students and teacher are satisfied with designs, student and/or the Teacher to download their models in STL file format to be 3D printed.	Internet access 3D printer

Critiquing/Evaluation

Task: Lesson Seven	Activity: Students examine their 3D printed token to see if they are as they intended referring back to their original design from Makers Empire. Gaining feedback/Assessment: Students to provide feedback using a PMI in regards to their token (ie what worked, what didn't, what would you do differently?).	Resources: PMI feedback sheet
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Downloadable files

-  learning_design.pdf
(/download/lesson_plan_attachments/files/000/000/159/original/learning_design.pdf?1498617246)
-  pmi.png (/download/lesson_plan_attachments/files/000/000/174/original/pmi.png?1499162110)
-  2_stars_and_a_wish.jpg
(/download/lesson_plan_attachments/files/000/000/175/original/2_stars_and_a_wish.jpg?1499162111)

Curriculum

South Australian TfEL:

- 4.4 communicate learning in multiple modes
- 4.3 apply and assess learning in authentic contexts
- 4.2 connect learning to students' lives and aspirations
- 4.1 build on learners' understandings
- Domain 4: Personalise and connect learning
- 3.4 promote dialogue as a means of learning
- 3.3 explore the construction of knowledge
- 3.2 foster deep understanding and skilful action
- 2.4 challenge students to achieve high standards with
- 2.3 negotiate learning
- 2.2 build a community of learners
- 2.1 develop democratic relationships
- Domain 2: Create safe conditions for rigorous learning

Australian Curriculum:

- Years 7 And 8 Achievement Standard
link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/e7b33b15-19f4-4d34-a465-4f11be6bb738>)
- Years 7 And 8 Achievement Standard
link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/4379b504-5c72-4d32-bc0b-da97e70d95e9>)
- Evaluating Designed Solutions And Processes And Transferring New Knowledge And Skills To Future Design Projects (ELBT88)
link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/28942734-e9f2-4ab5-8fe1-d6f5870e885d>)
- Developing Criteria For Success To Assess The Success Of Designed Solutions In Terms Of Aesthetics, Functionality And Sustainability (ELBT192)
link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/e22fe543-a4e5-4040-87fc-9d854d3b21cd>)
- Using A Variety Of Critical And Creative Thinking Strategies Such As Brainstorming, Sketching, 3 D Modelling And Experimenting To Generate Innovative Design Ideas (ELBT339)
link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/c8bb944c-887b-4c02-9429-543dc9d3b4c8>)
- Foundation To Year 2 Achievement Standard
link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/ee08b8bb-cbab-40cc-ac39-9d9d6eeccc8c>)
- Use personal preferences to evaluate the success of design ideas, processes and solutions including their care for environment (ACTDEP008)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/998b4284-d800-448b-a578-b1077260fa8a>)

Checking That Planned Features Have Been Included In Design Plans And Drawings By Referring To Identified Criteria For Success Including Care For The Environment (ELBT94)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/483a5b5c-ee4-4ef9-8e81-d01858c197a8>)

Suggesting Areas For Design Improvement (ELBT232)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/e00506a7-0fe3-467b-92a9-864205fcdacc>)

Reflecting On The Processes And Challenges Of Designing And Producing A Solution And Sharing These Reflections Using Digital Technologies, For Example When Growing A Food Product, Designing A Structure To Take A Load Or Making A Nutritious Snack (ELBT147)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/e7f98446-7be1-4f91-9e1c-b63e225e2644>)

Recording A Judgment About Design Ideas With Teacher Guidance, For Example Expressing Own Likes And Dislikes About A Design Idea (ELBT51)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/5bb27d4a-fd06-4ce4-804b-e7d01231aad8>)

Developing Criteria For Success With Teacher Guidance Including Consideration Of Impact On Environment (ELBT82)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/ac7e286c-f0f4-40a3-a19a-d9a15397118a>)

Recording A Judgment About Design Ideas With Teacher Guidance, For Example Expressing Own Likes And Dislikes About A Design Idea (ELBT173)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/0ac8c388-a7c8-4758-8f00-ab267b1671a4>)

Communicating Design Ideas By Modelling, And Producing And Labelling Two Dimensional Drawings Using A Range Of Technologies To Show Different Views (Top View And Side View), For Example A New Environment Such As A Cubby House Or Animal Shelter (ELBT403)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/67bb8696-3d3d-484d-881a-3387728c85b1>)

Exploring Which Tools, Equipment And Techniques To Use With Selected Materials (ELBT474)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/840979fa-f77f-4943-bde5-075ad00dc493>)

Discussing Possible Designed Solutions Based On Experience And Some Research, For Example Asking Adults For Advice (ELBT248)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/2f54486b-f1b5-4236-9331-7f33b34786f8>)

Exploring Opportunities Around The School For Designing Solutions, For Example How School Play Areas Could Be Improved; How The School Removes Classroom Waste And Identifying Opportunities To Reduce, Recycle And Re Use Materials; Reviewing The School Canteen Menu To Identify Healthy Food Options And Suggesting Changes To Promote Future Good Health (ELBT331)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/38cdc708-5de3-4102-bb9b-5a3b4d3e08e7>)

Identifying, Gathering And Playing With Materials, Components, Tools And Equipment To Generate Personal Design Ideas, For Example Designing A Greeting Card For A Friend (ELBT57)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/c90b1992-fa87-4644-ad93-e265cd2b96c4>)

Exploring Systems Used In The Classroom Or Community For Creatively Dealing With Problems And Needs, For Example Storage Systems For Equipment, Traffic System Flow For Drop And Go Zones, The Use Of Hoists And Ramps To Facilitate Access (ELBT175)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/5a102cc9-f9b2-4d32-8a1a-a9818cc97efc>)

Exploring How To Manipulate Materials Using A Range Of Tools, Equipment And Techniques To Create Movement, For Example When Constructing A Toy Boat That Floats And Moves (ELBT327)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/1fa23582-a420-4e7c-805f-5b26906d0320>)

Foundation To Year 2 Achievement Standard

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/74f46dc5-f073-4e11-923d-07c90ec7d351>)

Recognising And Using Hardware And Software Components Of Digital Systems And Experimenting With Their Functions, For Example Playing With Interactive Toys And Robotic Devices To Determine Which Ones Can Work With Other Devices (ELBT43)

link (<http://rdf.australiancurriculum.edu.au/elements/2014/09/629fcb1b-9068-4d4f-8497-eb14e3a7e8a9>)