

# Technology Representation in Project Work

## *Students*

### BRAINSTORMING

Consider what you want your audience to know, learn, or think about after viewing or interacting with your representation?

Consider what resources you or the school have? Technologies, supplies, people?

Consider how much time you have?

Brainstorm Ideas - What technology might make sense? Ask teachers, friends, and others if you are having a hard time coming up with ideas.

### ASSESSING IDEAS

Does it fit with what you want your audience to know, learn, or think about after viewing or interacting with your representation?

Could you do it better without technology?

Do you have the resources? Technologies, supplies, people?

Do you have the necessary background technology skills? Or can you acquire them in time?

Do you have the time?

What will you learn doing this? How does it encourage your creativity, self expression, or teach you something new?

### PLANNING

Come up with at least 2 ideas you like.

Check with a teacher and make decision together.

Watch examples/touchstones and make observations using prompts like "I notice...", "I could do...", "I liked..." You can then refer back to this as you make your own representation.

Plan on paper. Make sure you are "Telling a Story" with a beginning, middle, and end.

Check with a teacher.

Write/type all your content.

Gather resources/artifacts (video, images, text, audio, etc.).

Decide what you need to learn/know to make your representation.

Check with a teacher.

### CREATE

Get technologies you need.

Get the training/instructions that you need to make your representation.

Create - Assemble written/typed content and resources/artifacts (video, images, text, audio, etc.).

Check with a peer to see what they think.

Make changes.

Check with a teacher.

Make changes.

Final teacher check.



## PRESENT/SHARE

Get ready to present/share. Make sure everything is setup and you have everything you need.

Practice.

Share your representation. Don't forget to share what you learned in creating it also.

Reflect.