

# **CTF Communication**

## **'Tech Teaser' Course Outline**

**Course Description:** Technology is everywhere! Would you like to expand your technology know-how? In Mme Fielder's Tech Teaser, you will be exposed to many different ways to use technology. We will experiment with some Google apps, some basic coding, and more! If you want to be a part of the fun, join A Taste of Tech!

**Driving Question:** How can students effectively use technology to enhance and express their learning?

**Activities:** The following activities represent a variety of projects that the students may do, depending on time and interest.

- **Google Applications**
  - Google Drive
  - Google Classroom
  - Google Slides
  - Google Docs
  
- **Cool apps/websites**
  - Experience a variety of apps and websites that you may find interesting
  
- **Coding**
  - Basic coding lessons from an hour of code
  - Scratch
  
- **Website Building**
  - Weebly
- 3D Design
- AI Websites

### **Supplies**

Students are expected to bring the following supplies to class during this course:

- Chromebook or laptop
- Headphones (Ear buds)
- Computer logon passwords

### **CTF Outcomes**

**These are the areas we will be focusing on as a class.**

**Outcome # 1:** I explore my interests and passions while making personal connections to career possibilities.

**Outcome # 2:** I create products, performances or services in response to challenges.

**Outcome # 3:** I follow safety requirements associated with occupational areas and related technologies.

## Evaluation

Students will be expected to complete daily assignments, projects and tasks. Students will be assessed on completed projects and work habits within the classroom. The rubrics for marking projects and work habits are listed below.

### Sample Project Rubric

Project Criteria	Excelling	Proficient	Satisfactory	Beginning
<b>Project Requirements</b>	Amazing! This project goes above and beyond the requirements outlined.	Good! This project has the requirements outlined for this project but does not go above and beyond what is expected.	Project is satisfactory, but lack of planning is evident. Missing some key requirements of the project	Project is incomplete or only the minimum standard was completed.
<b>Creativity</b>	Demonstrates a unique level of originality and makes the project their own.	Demonstrates originality but is unable to create unique ideas independently.	Lacks sincere originality.	Shows little or no evidence of original thought.
<b>Effort</b>	The project is outstanding and was finished with a great deal of patience and effort.	Completed in an above average manner.	Project is finished but lacks finishing touches or could be improved upon with little effort	Project was not completed in a satisfactory manner.

A mark of **Limited** will be given if a student does not complete the projects.

### Work habits rubric

Work habits criteria	Excelling	Proficient	Satisfactory	Beginning
<b>Positive attitude</b>	Always	Regularly	Occasionally	Rarely
<b>On task</b>	Always	Regularly	Occasionally	Rarely
<b>Uses supplies/resources responsibly</b>	Always	Regularly	Occasionally	Rarely
<b>Finishes projects on time</b>	Always	Regularly	Occasionally	Rarely
<b>Follows routines &amp; classroom procedures</b>	Always	Regularly	Occasionally	Rarely
<b>Treats others with respect</b>	Always	Regularly	Occasionally	Rarely

A mark of **Limited** will be given to represent “never”.