



**Dear Parents, Teachers, and PEAKers,**

Student teams did such a great job at their presentations on metamorphic species last week! We had a very full house both nights (thank you parents!) and I thought the kids' presentations were all very impressive! Special thanks to Montana WILD for hosting our events. We'll be looking at the evaluations they received this week and entering the results into Microsoft Excel. The averages will later be entered in PowerSchool for you to see.

Now we're ready to start our second unit. **Garments and Gadgets** will be a look at an exciting and futuristic field: wearable technology! More and more devices are being invented and marketed that blur the lines between technological devices and clothing and accessories. We'll be learning about current wearable tech offerings, what's on the horizon for the future, and most importantly, inventing our own original wearable tech designs. In early January, be on the lookout for our PEAK Wearable Tech Conference event, where student teams will unveil their own wearable tech invention prototypes!

This week we'll begin by learning about many current high-tech devices, and aligning their purposes with categories of the 18 Areas of Humans. Students will later use these categories to identify areas of need on which to base their own wearable tech designs.

**This Week's Activities: Oct. 30 – Nov. 3**

<p><b>Critical Thinking: Evaluation</b> I can use the results of an evaluation tool to analyze a completed work.</p>	<p><b>Final project Evaluations</b> - Student teams will analyze the evaluations they received from their final project presentations using Microsoft Excel.</p>
<p><b>Research: Internet</b> I can effectively navigate the internet and collect and cite relevant research with minimal (or no) teacher guidance.</p>	<p><b>Wearable Tech Research</b> - Students have learned about the 5 Areas of Investigating Living Things. They will conduct more research on their chosen species and include this information in their final team projects.</p>
<p><b>Research: 18 Areas of humans</b> I can use the 18 Areas category list after a brief review and teacher modeling to explore specific categories of humanity.</p>	<p><b>18 Areas of Wearable Tech</b> - Students will learn about the "18 Areas of Humans" category list, and will use it to identify purposes for many existing wearable tech devices.</p>

**Moving on to a Futuristic Adventure,**

**J. Slead**

# PEAK GT4-5: Fall-Winter 2023

<b>October 30</b> Jefferson Rossiter Warren	31 Jim Darcy Kessler Central	<b>November 1</b> Four Georgians Hawthorne	2 Smith Broadwater Bryant	3
6 Jefferson Rossiter Warren	7 Jim Darcy Kessler Central	8 Four Georgians Hawthorne	9 Smith Broadwater Bryant	10
13 Jefferson Rossiter Warren	14 Jim Darcy Kessler Central	15 Four Georgians Hawthorne	16 Smith Broadwater Bryant	17
20 <b>Morning:</b> Jefferson Rossiter Warren <b>Afternoon:</b> <b>Four Georgians Hawthorne</b>	21 <b>Morning:</b> Jim Darcy Kessler Central <b>Afternoon:</b> <b>Smith, Bryant Broadwater</b>	22	23	24
<b>Thanksgiving Break No School</b>				
27 Jefferson Rossiter Warren	28 Jim Darcy Kessler Central	29 Four Georgians Hawthorne	30 Smith Broadwater Bryant	<b>December 1</b>
4 Jefferson Rossiter Warren	5 Jim Darcy Kessler Central	6 Four Georgians Hawthorne	7 Smith Bryant	8 <b>PEAK Parent- Teacher Conferences</b>
11 Jefferson Rossiter Warren	12 <b>PEAK Parent- Teacher Conferences</b>	13 Four Georgians	14 Broadwater	15 <b>PEAK Parent- Teacher Conferences</b>
18 <b>PEAK Parent- Teacher Conferences</b>	19 Jim Darcy Kessler Central	20 Hawthorne	21 Smith Broadwater Bryant	22 <b>Winter Break No School</b>