Dear Parents, Teachers, and PEAKers,

We all learned so much last week as students searched and shared wearable tech products that currently exist. There is so much more out there than any of us knew! Students found safety devices like an inflatable bicycle helmet that deploys automatically if you crash, health items like smart rings that track various body statistics, communication devices like a bracelet that automatically alerts 911 if the wearer falls, various wearable cameras, sports and fitness trackers, and so much more!

We also explored the 18 Areas of Humans, a comprehensive category list about all types of human activities. Students then found wearable tech related to each of them- and some of these were really difficult to match!

This week we'll be introducing a huge new concept: The Problem Solving Process. Student partner pairs will begin with a short problem-and-solution activity. This process will later become the basis for teams' final projects as they invent wearable tech devices of their own, to solve real-world problems and make the world a better place.

Students will also visit the fictional worlds of Star Wars, Star Trek, The Avengers, and more as they learn about various characters and their wearable tech in sci-fi. And, as they will discover, some of these once-fictional devices are now reality!

This Week's Activities: Nov. 6 - 10

Problem Solving: PS Process I can use a specified step-by-step problem-solving process or system with teacher guidance to solve a problem.	**If You Have a Problem, Tech Will Solve It –** Students will identify some everyday problems that need to be solved, and will imagine wearable tech solutions for each, including identifying existing products that could help.
Research: Internet I can effectively navigate the internet and collect and cite relevant research with minimal (or no) teacher guidance.	**Wearable Tech in Sci-Fi –** Students will research many different characters and devices from Sci-fi and learn about wearable tech. Then they will determine whether similar devices have actually been created in real life!
Research: 18 Areas of humans I can use the 18 Areas category list after a brief review and teacher modeling to explore specific categories of humanity.	**18 Areas of Wearable Tech, pt. 2 –** Students have learned about the "18 Areas of Humans" category list. This week, with partners, students will brainstorm wearable tech invention ideas, and which areas they fit into.

Looking to the Future,

J. Slead

PEAK GT4-5: Fall-Winter 2023

November 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 **Morning:** Jefferson Rossiter Warren **Afternoon:** **Four Georgians** **Hawthorne**	21 **Morning:** Jim Darcy Kessler Central **Afternoon:** **Smith, Bryant** **Broadwater**	22 **Thanksgiving Break No School**	23	24
27 Jefferson Rossiter Warren	28 Jim Darcy Kessler Central	29 Four Georgians Hawthorne	30 Smith Broadwater Bryant	**December** 1
4 Jefferson Rossiter Warren	5 Jim Darcy Kessler Central	6 Four Georgians Hawthorne	7 Smith Bryant	8 **PEAK Parent-Teacher Conferences**
11 Jefferson Rossiter Warren	12 **PEAK Parent-Teacher Conferences**	13 Four Georgians	14 Broadwater	15 **PEAK Parent-Teacher Conferences**
18 **PEAK Parent-Teacher Conferences**	19 Jim Darcy Kessler Central	20 Hawthorne	21 Smith Broadwater Bryant	22 **Winter Break No School**
25	26	27 **Winter Break No School**	28	29

PEAK
GIFTED AND TALENTED PROGRAM