



Dear Parents, Teachers, and PEAKers,

Luke Skywalker's prosthetic hand. Iron Man's flying A. I. suit. Inspector Gadget's... gadgets. Lieutenant Uhura's ear communicator. Mad-Eye Moody's prosthetic eye. Students learned about all these fictional examples of wearable tech (and many more) last week. They were amazed to discover that many of these once-futuristic devices now actually exist in some form! We had in-depth discussions about what is currently possible, what could be on the horizon, and what we think will remain in the fictional realm.

Student partner pairs also explored the Problem Solving Process. We began by finding something that annoyed both partners (Step 1: Identify the Problem). Then, they set out to solve these irritating issues by inventing new wearable tech products, complete with "snazzy" names and logos. We had foot-airbags to prevent stubbed toes, wearable solar chargers for portable tech, tracking devices for finding lost friends, self-tying shoes, and so much more. Students completed diagrams and gave presentations of their inventions, all within one hour! This was all in practice for our large-scale final projects later in this unit.

This week, students will choose one partner for their final team. Then, these new pairs will select from the 18 Areas of Humans to determine what types of problems they'd like to solve with their creations. Partner pairs with similar interests will be combined into teams of 4, and we'll start the projects together.

We'll also be using tools and metal construction kits to practice physical design and building techniques, while working to combine different concepts from the 18 Areas of Humans.

This Week's Activities: Nov. 13 - 17

<p>Interpersonal: Teamwork/ Collaboration I can assume an assigned role within a group and effectively contribute to a team.</p>	<p>Teamwork Makes the Dream Work - Students will choose one partner with whom to work on their final projects. They will then choose some of the 18 Areas of Humans. Groups with similar interests will form teams of 4.</p>
<p>Problem Solving: PS Process I can use a specified step-by-step problem-solving process or system with teacher guidance to solve a problem.</p>	<p>If You Have a Problem, Tech Will Solve It - Student teams will determine which problem(s) they'd like to solve using wearable tech as part of their final project inventions for this unit.</p>
<p>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.</p>	<p>18 Areas of Wearable Tech, pt. 3 - Students have learned about the "18 Areas of Humans" category list. This week, with partners, students will build physical devices to fit multiple sections in the 18 Areas of Humans.</p>

Putting Our Thinking Caps On,

J. Slead



Professor Allan Snyder (University of Sydney) and his "Thinking Cap"

PEAK GT4-5: Fall-Winter 2023

November 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	23	24
Thanksgiving Break No School				
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	28	29
Winter Break No School				
January 1 Happy New Year! No School	2 Jim Darcy Kessler, Central Jefferson Rossiter Warren	3 Four Georgians Hawthorne	4 Smith Bryant	5