Garments & Gadgets

The Future of Wearable Tech

Dear Parents, Teachers, and PEAKers,

Students were very inventive last week as random partner pairs used Erector Sets to build their own wearable tech inventions! It was very exciting to watch them create these prototypes. Each pair began with two randomly-selected areas from the 18 Areas of Humans, which they then put together to determine the purposes for their inventions. Then they designed and built them! Students worked with various tools and fasteners and each team came up with their own innovative construction (see example pictures above).

Students then took their first steps in our final project for this unit. They self-selected partners, and these new pairs chose their top 3 Areas of Humans from our list. Then, the partner pairs were placed together into teams of 4 students based on which Areas they expressed interest in. These new teams selected their final 3 Areas of Humans, and will use their own chosen areas, plus Technology (another of the areas, and part of the assignment) to create a new kind of wearable technology that will solve an existing problem in a brand new way. Who knows… maybe these new devices will become reality in the future!

We'll continue the teamwork this week. During our shortened days, students will brainstorm problems and possible solutions they'd like to solve with their tech inventions. The goal will be for each team to leave with a solid idea for a project that all members agree on.

Students will also learn about a creativity system called SCAMPER. "SCAMPER" is an acronym that represents 10 different creative processes. Students will use all of the SCAMPER activities to expand on things that they are thankful for in a creative and artistic project. There's also a song to help them remember all the processes- please ask them to sing it to you!

This Week's Activities: Nov. 20 - 21

Creativity: SCAMPER I can demonstrate each of the SCAMPER processes.	**Giving Thanks Through SCAMPER –** Students will make a list of things they are thankful for, and then use the SCAMPER creativity process to turn each item into something else. (Ask them to sing you the song!)
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 –** 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 and identify underlying problems.

Giving Thanks for these Excellent Inventors,

J. Slead

PEAK GT4-5: Winter 2023-24

November 20 **8:30-11:30am:** Jefferson Rossiter Warren **11:30-1:45pm: Four Georgians Hawthorne**	21 **8:30-11:30am:** Jim Darcy Kessler Central **11:30-2:00pm: Smith, Bryant Broadwater**	22	23 **Thanksgiving Break No School**	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
January 1 **Happy New Year!** No School	2 Jim Darcy Kessler, Central **Jefferson Rossiter Warren**	3 Four Georgians Hawthorne	4 Smith Bryant	5
8 Jefferson Rossiter Warren	9 Jim Darcy Kessler Central	10 Four Georgians Hawthorne	11 Smith Broadwater Bryant	12

**Final Wearable Tech Presentations
Watch for details!**

PEAK
GIFTED AND TALENTED PROGRAM