

# Garments & Gadgets



## The Future of Wearable Tech

### Dear Parents, Teachers, and PEAKers,

Welcome back! I hope everyone had a relaxing and refreshing Thanksgiving Break. I look forward to seeing the kids and hearing about their adventures!

Last week, students stretched their creativity through SCAMPER: a 10-part system of creative processes. They created inventions based on commonplace items, drew diagrams, and listed which of the SCAMPER processes were used. These super cool gadgets are now on display in our hallway! We also spent a bit of time in teams thinking up problems to solve with wearable tech inventions for their final team projects.

This week student teams will finalize their main problems to solve. They will then work on step 2 of the problem-solving process: identifying underlying problems. This will allow them to really hone in on what their inventions will accomplish.

We'll also be taking a look at logos. These important images can be found EVERYWHERE. We'll look at what logos are, identify some familiar ones, learn about color theory and more. Then, teams will start to create logos of their own for their inventions.

Lastly, students will learn about expository writing. One aspect of our projects will be an instruction manual for each invention. This week we'll practice this skill by writing detailed instructions for various tasks. We'll see how well these were written when another student attempts to follow the instructions.

### This Week's Activities: Nov. 27 – Dec. 1

<p><b>Creativity: Aesthetic Quality</b> I can utilize proper design choices with research and/or expert help and explain the choices I have made.</p>	<p><b>Logo Lingo</b> - Students will learn about logos. Then, teams will begin to create their own logos for their invention projects.</p>
<p><b>Problem Solving: PS Process</b> I can use a specified step-by-step problem-solving process or system with teacher guidance to solve a problem.</p>	<p><b>If You Have a Problem, Tech Will Solve It</b> - 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.</p>
<p><b>Communication: Informative</b> I can create written works to clearly and effectively share information.</p>	<p><b>Instruction Introduction</b> - Students will write instructions for multi-step tasks. Then partners will attempt to complete the tasks as a test of the clarity of the written instructions.</p>

Ready to get back at it,

J. Slead

# PEAK GT4-5: Winter 2023-24

<b>November 27</b> 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>
25	26	27	28	29
<b>Winter Break No School</b>				
<b>January 1</b> <b>Happy New Year! No School</b>	2 Jim Darcy Kessler, Central <b>Jefferson Rossiter Warren</b>	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
<b>Final Wearable Tech Presentations Watch for details!</b>				