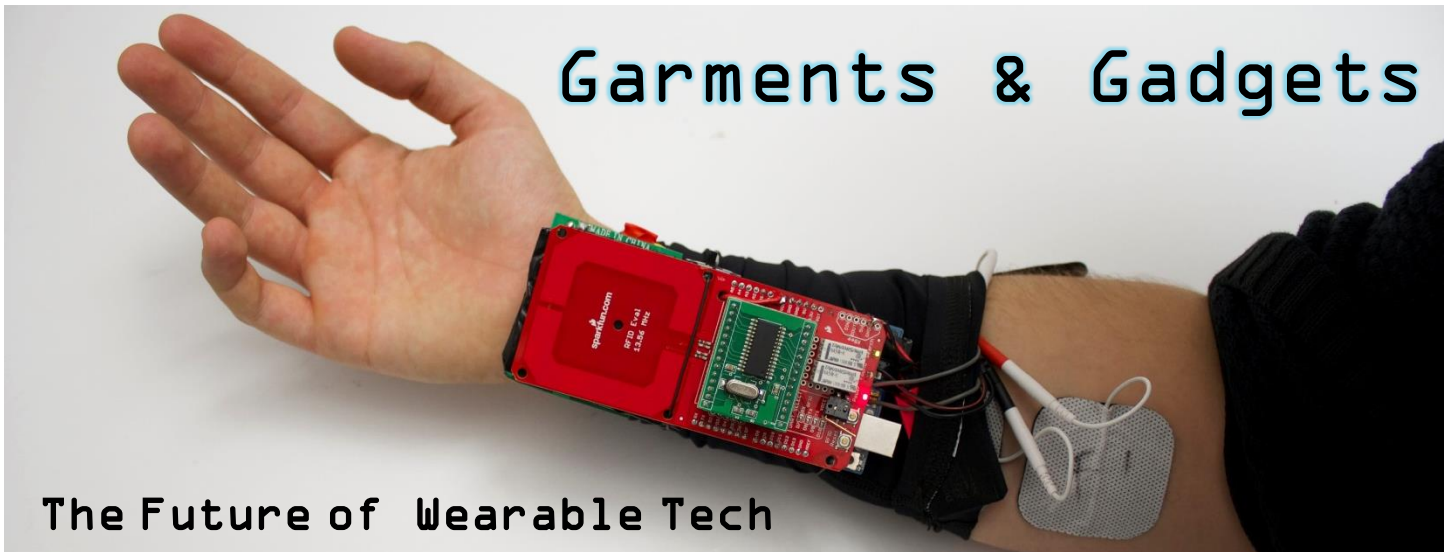


Garments & Gadgets



The Future of Wearable Tech

Dear Parents, Teachers, and PEAKers,

Student teams have made a ton of progress! They've each chosen a main problem, identified one or more underlying problems, and have come up with wearable tech inventions to solve them. The creativity has been astonishing! You will definitely be impressed with their ideas.

We'll continue moving through the Problem Solving Process this week with **Step 3: Brainstorm Possible Solutions** and **Step 4: Choose the Best Solution**. These solutions will take the form of wearable tech inventions designed to solve the chosen problems, also connected to each team's three chosen topics from The 18 Areas of Humans.

Teams have also begun working on logos for their products. We discussed well-known logos, and discovered that they are EVERYWHERE. Students have created several rough drafts, and we're hoping to have final versions this week.

Another part of the project will be an instruction manual for each invention. Students each wrote instructions for multi-step tasks, and had a partner try to complete them. It was an eye-opening experience for them as they began to realize just how specific the instructions have to be! We'll begin starting on the final manuals this week.

Lastly, we'll be working on planning the physical builds of the teams' prototypes. Students will be collecting materials and figuring out how to build their inventions in the most realistic way possible (but hopefully without spending any money!)

This Week's Activities: Dec. 4 - 8

| | |
|--|--|
| Creativity: Aesthetic Quality I can utilize proper design choices with research and/or expert help and explain the choices I have made. | Logo Lingo - Student teams will create their own final logos for their invention projects. We'll also be studying color theory and the meanings of color in advertising. |
| 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 brainstorm possible solutions and choose the best one for their products (Steps 3 & 4 of the Problem Solving process.) |
| Communication: Informative I can create written works to clearly and effectively share information. | Instruction Discussion - Student teams will begin writing the instruction manuals for their invented wearable tech devices. |

Cruising into the Holiday Season,

J. Slead

PEAK GT4-5: Winter 2023-24

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|---|---|--|---|--|
| December 4 Jefferson Rossiter Warren | 5 Jim Darcy Kessler Central | 6 Four Georgians Hawthorne | 7 Smith Bryant (No Broadwater) | 8 PEAK Parent-Teacher Conferences |
| 11 Jefferson Rossiter Warren | 12 PEAK Parent-Teacher Conferences | 13 Four Georgians (No Hawthorne) | 14 Broadwater (No Smith) (No Bryant) | 15 PEAK Parent-Teacher Conferences |
| 18 PEAK Parent-Teacher Conferences | 19 Jim Darcy Kessler Central | 20 Hawthorne (No 4 Georgians) | 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 Broadwater 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! | | | | |
| 15 Martin Luther King Day No School | 16 Jim Darcy Kessler Central Jefferson Rossiter Warren | 17 Four Georgians Hawthorne | 18 Smith Broadwater Bryant | 19 |