

Year Plan

Academic Year: 2017 – 2018

Subject: ADST Grade Level: 3

Big Idea	Dates	Competencies / Content	Teaching Strategies	Material & resources	Assessment Plan
Designs grows out of natural curiosity Skills can be developed through play. Technologies are tool that extend human capabilities.	Term 1	Ideating: Identify needs and opportunities for designing, through exploration. Generate ideas from their experiences and interest. Making: Choose tools and materials Use trial and error to make changes, solve problems or incorporate new ideas from self or others. Sharing Reflect on their ability to work effectively both as individuals and collaboratively in a group.	 Applied skills Use materials, tools, and technologies in a safe manner in both physical and digital environments. Develop their skills and add new ones through play and collaborative work. Applied technologies: Explore the use of simple, available tools and technologies to extend their capabilities. 	Computer lab Science kits Chrome books Recycled materials	Observation Class assignments Admit/Exit slip project
Designs grows out of natural curiosity Skills can be developed through play. Technologies are tool that extend human capabilities.	Term 2	Ideating: Identify needs and opportunities for designing, through exploration. Add to others' ideas Making: Choose tools and materials Make a product using known procedures or through modelling of others. Use trial and error to make changes, solve problems or incorporate new ideas from self or others.	 Applied skills Use materials, tools, and technologies in a safe manner in both physical and digital environments. Develop their skills and add new ones through play and collaborative work. Applied technologies: Explore the use of simple, available tools and technologies to extend their capabilities. 	Computer lab Science kits Chrome books Recycled materials	Observation Class assignments Admit/Exit slip project

Designs grows out of natural curiosity Skills can be developed through play. Technologies are tool that extend human capabilities.	Term 3	 Sharing Decide on how and with whom to share their product. Demonstrate their product, tell the story of designing and making their product, and explain how their product contributes to the individual, family, community and/or environment. Reflect on their ability to work effectively both as individuals and collaboratively in a group. Ideating: Identify needs and opportunities for designing, through exploration. Choose an idea to pursue. Making: Choose tools and materials Use trial and error to make changes, solve problems or incorporate new ideas from self or others. Sharing Use personal preferences to evaluate the success of their design solutions. Reflect on their ability to work 	Applied skills Use materials, tools, and technologies in a safe manner in both physical and digital environments. Develop their skills and add new ones through play and collaborative work. Applied technologies: Explore the use of simple, available tools and technologies to extend their capabilities.	Computer lab Science kits Chrome books Recycled materials	Observation Class assignments Admit/Exit slip project
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