

MYP Project Planner

Year / Title	Year 5 – Computer health and safety
---------------------	--

Duration	Six weeks
Context	Design a presentation that educates users about the dangers / issues that can arise from unsafe use / unethical of technology.
Challenge	<p>Design Brief: Use the design cycle to create a suitable information delivery system that allows the user to learn useful information related to your goal.</p> <p>Investigate:</p> <ul style="list-style-type: none"> • What topic is most suitable for your audience? • Who is your audience? • What characteristics do they share? • What would be interesting, useful information for the audience? • How might you communicate your information? • Design a questionnaire to find out what people want to see in your document or what they don't know about issue. <p>Design & Plan:</p> <ul style="list-style-type: none"> • At least two possible solutions to meet the need that will use the information you have gathered appropriately. • Provide detailed plans including sketches, peripheral needs, pros/cons of alternatives and a timeline outlining your intended use of class and HW time for each possible solution, and then choose one and justify it. • Offer a detailed and unique design specification – later you will need this to assess your efforts. <p>Create:</p> <ul style="list-style-type: none"> • Your project according to your plan • Record any deviations in your journal with explanations about the cause – reflect on your work constantly. <p>Evaluate: Self, process and product.</p> <ul style="list-style-type: none"> • The usefulness of your project for your intended audience • Your use of the IT tools that were available to you • Your ability to follow the design cycle
Resources	People involved in technology, IT lab and software, Internet and library.
Objectives	<ul style="list-style-type: none"> • Promote Intercultural Awareness and Respect • Ability to research effectively from various sources • Refine publishing skills • Expose students to “product testing” and feedback • Reinforce the design cycle
Areas of Interaction	ATL – organizational skills, application of knowledge Health and Social Education – awareness, acceptance of other cultures Homo Faber – creativity in choice and layout of project Community Service – distribution of educational information at ID