

UNIT DESIGN

with TPACK, SAMR, and ISTE nets

Designer Name(s):

Date:

Subject Area:

Grade Level(s):

Unit Title/Focus:

Estimated Instruction Time:

DESIRED RESULTS

Content (Curriculum Expectations)

Enduring Understandings

Essential Questions

Knowledge and Skills (What the students need to know and do)



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TECHNOLOGY LABELS	
SAMR	TPACK
<input type="checkbox"/> Redefinition Tech allows for the creation of new tasks, previously inconceivable	
<input type="checkbox"/> Modification Tech allows for significant task redesign	
<input type="checkbox"/> Augmentation Tech acts as a direct tool substitute, with functional improvement	
<input type="checkbox"/> Substitution Tech acts as a direct substitute, with no functional change	

21ST CENTURY SKILLS FOR STUDENTS (ISTE NETS STUDENT)

Creativity and Innovation	Apply existing knowledge to generate new ideas, products, or processes Create original works as a means of personal or group expression Use models and simulations to explore complex systems and issues Identify trends and forecast possibilities
Communication and Collaboration	Interact, collaborate, and publish with peers, experts, or others employing a variety of digital environments and media Communicate information and ideas effectively to multiple audiences using a variety of media formats Develop cultural understanding and global awareness by engaging with learners of other cultures Contribute to project teams to produce original works or solve problems
Research and Information Fluency	Plan strategies to guide inquiry Locate, organize, analyze, evaluate, synthesize, and ethically use information sources from a variety of sources and media Evaluate and select information sources and digital tools based on the appropriateness to specific tasks



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	Process data and report results
Critical Thinking, Problem Solving, and Decision Making	Identify and define authentic problems and significant questions for investigation Plan and manage activities to develop a solution or complete a project Collect and analyze data to identify solutions and/or make informed decisions Use multiple processes and diverse perspectives to explore alternative solutions
Digital Citizenship	Advocate and practice safe, legal, and responsible use of information and technology Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity Demonstrate personal responsibility for lifelong learning Exhibit leadership for digital citizenship
Technology Operations and Concepts	Understand and use technology systems Select and use applications effectively and productively Troubleshoot systems and applications Transfer current knowledge to learning of new technologies

ASSESSMENT PLAN

Assessment for Learning	Assessment As Learning	Assessment Of Learning
Curriculum Expectation(s)/Goal: Product <i>(what the student will produce)</i> : Standard <i>(e.g., rubric)</i> :	Curriculum Expectation(s)/Goal: Product <i>(what the student will produce)</i> : Standard <i>(e.g., rubric)</i> :	Curriculum Expectation(s)/Goal: Product <i>(what the student will produce)</i> : Standard <i>(e.g., rubric)</i> :
*copy and paste more if needed		
Other Evidence to Inform Assessment:		
Quizzes/Tests Journal/Learning Log Writing Process (rough draft, editing, etc.) Online quizzes/tests	Presentations Class notes Discussion Checklists	Mind maps Written products Peer Evaluation Self-Evaluation



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Report Card Comment(s)				
Rubric Template				
	Level 1	Level 2	Level 3	Level 4
Knowledge and Understanding				
Thinking				
Communication				
Application				
LEARNING PLAN				
Lesson 1	Lesson 2	Lesson 3	Lesson 4	
Lesson 5	Lesson 6	Lesson 7	Lesson 8	

* Add more rows as necessary.



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