

D&T Overview MYP 2 grade 7										
no.	Unit title	Time	Key concept	related concept	global context	Statement of Inquiry	Objectives	ATL skills	Content	Resources
1	Invention/ Innovation	Weeks lessons hours	Change	Invention	Orientation in space and time.	Inventions change as we progress through time.	A1 explain and justify the need for a solution to a problem A3 describe the main features of one existing product that inspires a solution to the problem	Research Skills Communication Skills	What is technology/inventions? What is the goal of technology and inventions? What are different technologies and inventions? How has technology/inventions made our lives better? Why does technology change? How has technology and inventions changed? Obsolete Current Emerging and Co-existing How does technology affect society? Why do people invent things?	Textbook page reference additional resources
2	Computer World		Connections	Function	Scientific and Technical Innovation	Computer parts require functions and connections to operate successfully.	C -- Creating the solution D -Evaluating	Research and Communicaton Skills	1. What is a central processing unit? 2. Monitor 3. Keyboard 4. Mouse 5. Motherboard 6. USB port 7. CD-DVD Drive 8. Hard disk drive 9. BIOS 10. Memory 11. Sound card12. Video card 13. Power supply 14. Expansion slot - How does it connect to each other? What are the functions of each one?	

3	Introduction to computer science (coding) 20 hours	Weeks lessons hours	System	Function Creativity	Scientific and technical innovation	Systems require a set of language instructions to function creatively.	A - Analyzing and Inquiring B - Developing Ideas C – Creating the solution D -Evaluating	Thinking skills: Communication skills:	Concepts Covered: Basic Syntax Arguments Place game objects Construct Mazes Create a playable and shareable game. Concepts covered: Basic HTML basic CSS, alter existing web pages, create a shareable web page.	Textbook page reference additional resources
4	Game Development 1	Weeks lessons hours	Creativity	Innovation and Perspective	Scientific and Technical Innovation	Designing creative games requires perspective and evaluation.	A- Analyzing and Inquiring B - Developing Ideas C – Creating the solution D -Evaluating	Self Management Skills Communication Skills Thinking Skills	Player - Goal -Mechanic - Spawnable - Property, Arguments, CodeCombat Levels 1-20 <ul style="list-style-type: none"> ● Apply knowledge of object properties to game development. ● Change properties in order to modify game behavior for desired goal.Spawn a player. ● Add one or more goals for the player to complete. ● Use some combination of obstacles, enemies, collectables, and other pieces to create a fun challenge for the player. ● Use correct syntax when writing code. ● Use proper sequencing when writing code. ● Use arguments to input information into a method. ● Differentiate between different kinds of goals 	

5	Toys R Us10-15	Weeks lessons hours	Creativity	Adaptation Function	Personal and Cultural expression	Using personal creativity, a useful craft can be designed by adapting materials into a product that is functional	Objectives A - Analyzing and Inquiring B - Developing Ideas C – Creating the solution D -Evaluating	Thinking Skills Research Skills	What is a personal expression? How do we design products? What do we have to consider when designing a product? Information regarding the history of toys, and what makes a successful toy. Creativity lesson	
6	Virtual Home10	Weeks lessons hours	Creativity	Ergonomics	Scientific and technical innovation	By using creativity to drive scientific and technological discovery we can develop ergonomic solutions to help persons that are blind and partially immobile.	A - Analyzing and Inquiring B - Developing Ideas C – Creating the solution D -Evaluating	Research Skills Reflection Skills Thinking Skills	www.roomsketcher.com Measurements Lesson What is ergonomics lessons? Video:The power behind exceptionalities. (Disability Video) Virtual Home Tour Lesson Reflection ability lesson Lesson on physical environments.	Textbook page reference additional resources

7	Sports Day	Weeks lessons hours	Communities Creativity	Collaboration	Personal and Cultural Expression	Planning events requires communities to creatively collaborate with one another	A - Analyzing and Inquiring B - Developing Ideas C – Creating the solution D -Evaluating	Communication Skills Thinking Skills Reflection Skills	What is event planning? What are communities? What do communities do? Event Planning Researching Games The importance of collaboration among communities. What is sports day? Sports Day Task Allocation Design Game Lesson Design Schedule Lessons Design Budget Lessons	Textbook page reference additional resources
---	-------------------	---------------------------	-------------------------------	---------------	--	---	---	--	--	--