Positive, Negative, Interesting

This resource was developed as part of an Applied Technology CPD 2018/2019 CPD workshop which took place during the 2018/2019 school year. All materials used during this workshop can be viewed in the Technologies section of www.jct.ie within the CPD Workshops tile.

Website Link:
https://www.jct.ie/technologies/cpd_supports_applied_technology_cpd_workshops_2018_2019

The learning activities below were showcased as part of a unit of learning during this workshop and focused on students researching how products such as water are packaged. This learning experience may assist you in planning and developing suitable learning experiences for your student's context. Reference to this resource can be found on slide 52 of the Applied Technology 2018/2019 presentation.

What is included in this PDF?

1. Sample unit of learning

Included is a sample unit of learning developed by the Applied Technology team using a generic school context. Contained in the plan are the learning outcomes and key learning activated by engaging with the challenge below.

2. Positive, Negative, Interesting strategy

Included is a sample research activity to support students to better understand how products are packaged. It is important to take note of the learning outcomes, key learning and the action verbs in the unit plan which contextualise this activity.

Link to Resource

Note: It is recommended that you view the CPD workshop materials in conjunction with using this resource to contextualise the resource and develop a better understanding of how the unit of learning was developed.

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This resource was created to support a Professional Development workshop facilitated by JCt4 during the 2018-2019 school year and sits within the context of the discussions that took place during this workshop.

Sample - developed for use with JCt4 PD

AGE/STAGE

1ST YR - SEPTEMBER (PRIMARY)

PRIOR

- GREEN SCHOOLS
- RECYCLING
- SUSTAINABILITY
- CREATIVE + CURIOUS
- SESE CURRICULUM
- PROTOTYPING + MAKING
- GROUP WORK
- THEMSELVES AS USERS
- INCLUSIVE EDUCATION
- POSSIBLY PROGRAMMING

LEARNING

[LEARNING OUTCOMES RATIONALE AIMS]

- SAFE-FAILURE (1.3, 1.13, 2.2, 3.2, 3.5)
- DISPOSITION OF ENQUIRY → CURIOSITY / MINDSET (1.3, 1.5, 1.6, 2.6, 3.1, 3.4)
- MATERIALS (1.9, 1.10, 3.5)
- AWARENESS OF SELF + OTHERS → END-USER NEEDS (1.5, 3.6, 3.3, 3.8)
- IMPACT ON THE ENVIRONMENT (3.8, 3.9, 3.5, 1.6, 2.6)
- SUSTAINABILITY
  - HOUSING
  - PACKAGING
  - COMMUNICATIONS
  - PRODUCT ANALYSIS
  - LIFE CYCLE
  - CONTROL

LEARNER EXPERIENCES [PACKAGING]

- PACKAGING OR A SECOND FUNCTION/LIFE UPCYCLING
- DESIGN A PACKAGE TO PROTECT AN OBJECT
- MENTI / KAHOOT - EXPLORE PRIOR KNOWLEDGE
- PRODUCT ANALYSIS - BRING IN A PACKAGE
  - TARGET MARKET
  - FUNCTION / MATERIALS / STRUCTURE
  - COLOUR
  - AESTHETICS
  - MARKETING
- SURVEY USERS → BIODEGRADABLE CUPS, PET WATER BOTTLE, ALUMINIUM BOTTLE
- FORM + FUNCTION - FIT FOR PURPOSE → OPENING OF MEDICINE USER A / B / C; RESEALING MUM

CONCEPT ATTAINMENT
- AWARENESS OF SUSTAINABILITY
- FUNCTION OF PACKAGING
- SINGLE USE PLASTIC

PRODUCT LIFE CYCLE → PPT / POSTER
- EMBODIED ENERGY
- ACTIVITY AROUND ORDERING

PLASTIC WATER BOTTLE VS ALUMINIUM BOTTLE

STAGES → WASTE

- WHY PACKAGING → SUPERMARKET STUDY
- EMOTIONS OF PACKAGING → DISCUSSIONS + BRAINSTORM → APPLE, UNBOXING, HAPPY MEAL
- SUPERMARKET 2030 - INTRO TO CONTROL? ETHICS.
- VISUALLY CAPTURE UNDERSTANDING → POSTER, VIDEO, AD CAMPAIGN

DISCOVER | DEFINE | DEVELOP | DELIVER

1.1 DEVELOP A DESIGN SOLUTION DRAWING ON EXPERIENCE AND USING EVIDENCE, REASONING AND DECISION MAKING

DELIVER

- FUNCTION + FACTORS IN PACKAGING
- DISCUSSION ON ENERGY CONSUMPTION + ENVIRONMENTAL IMPACT OF MATERIAL
  - RESEARCH PROJECT ON COFFEE CUP UNDER SUSTAINABILITY HEADINGS
  - PMI, LIFECYCLE + SALES PITCH ON WATER PACKAGING
- VEGWARE VIDEO
- FAMOUS PACKAGING - QUIZ / BRAINSTORM + EVALUATE EFFECTIVENESS
- USER-NEEDS PLACEMENT (1, 2, 3)
- DEVELOP PROTOTYPE PACKAGE
  - SKETCHES + NOTES
  - EVALUATE AND REFINE

KEY LEARNING

- MATERIALS AND THE IMPACT OF OUR CHOICES ON THE ENVIRONMENT.
- THE IMPORTANCE OF END-USER EXPERIENCE IN DESIGN.
- APPLY NEW LEARNING THROUGH THE DEVELOPMENT AND EVALUATION OF A PROTOTYPE PACKAGE.

LEARNING OUTCOMES

- 3.3 EXPLAIN how human, societal and environmental considerations affect solutions and outcomes
- 2.6 EXPLORE energy conservation and efficiency
- 1.5 CONSIDER the end-user experience at each stage of the design process
- 3.2 EVALUATE the effectiveness of solutions
- 1.3 REFINE ideas through the use of prototyping
- 3.5 JUSTIFY their selection of materials and processes based on factors such as environmental, economic and ethical considerations.

CONSIDER ASSESSMENT + REPORTING

- ENGAGEMENT IN TASKS - ORAL FEEDBACK
- LOOKING COLLABORATIVELY - PEER AFL
- PROTOTYPE / OUTPUT
- VISUALLY CAPTURE THEIR UNDERSTANDING OF KEY LEARNING

PNI – Positive, Negative, Interesting

pni

Positive: _____

_____

Negative: _____

_____

Interesting: _____

Positive: _____

_____

Negative: _____

_____

Interesting: _____

Positive: _____

_____

Negative: _____

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Interesting: _____

Photo by Jonathan Chng, Lacey Williams, Benjamin Lambert on Unsplash

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