Gníomhaíochtaí Tionchar Timpeallachta Samplacha

Forbraíodh an acmhainn seo mar chuid de cheardlann FGL 2018 / 2019 na Teicneolaíochta Feidhmí a reáchtáladh le linn na scoilbhliana 2018 / 2019. Is féidir breathnú ar na hábhair uile a úsáideadh le linn na ceardlainne sin i rannán na dTeicneoláiochtaí ar www.jct.ie taobh istigh de thíl na gCeardlann FGL.

Nasc Idirlín:

https://www.jct.ie/leagangaeilge/technologies/cpd_supports_applied_technology_cpd_workshops_2018_2019_ga

Cuireadh na gníomhaíochtaí foghlama thíos ar taispeáint mar chuid d'aonad foghlama le linn na ceardlainne seo agus dhírigh siad ar an tionchar timpeallachta a bhíonn ag ár roghanna agus muid ag piocadh ábhar don phacáistiú. Seans go gcuideodh an acmhainn shamplach seo leat chun dúshláin a phleanáil agus a fhorbairt atá oiriúnach do chomhthéacs do scoláirí. Tá tagairtí don acmhainn seo le fáil ar shleamhnáin 53 de láithreoireacht cheardlann FGL 2018 / 2019 na Teicneolaíochta Feidhmí.

Cad é atá le fail sa PDF seo?

1. Aonad foghlama samplach

Gheofar leis seo aonad foghlama samplach a d'fhorbair an Fhoireann Teicneolaíocht Fheidhmeach ag úsáid comhthéacs cineálach scoile. Istigh i bplean an aonaid fhoghlama gheofar na torthaí foghlama agus an phríomhfhoghlaim a ghníomhaítear ach dul i ngleic leis na heispéiris foghlama thíos.

2. Gníomhaíochtaí foghlama samplacha.

Faightear san acmhainn seo gníomhaíochtaí tionchar timpeallachta samplacha ar féidir le scoláirí tabhairt fúthu. Is den tábhacht é go mbreacfá síos na torthaí foghlama, an phríomhfhoghlaim agus na briathra gnímh i bplean an aonaid fhoghlama a thugann comhthéacs do na gníomhaíochtaí ar na bileoga.

Nasc chuig an acmhainn:

Tabhair do d'aire: Moltar go mbreathnófá ar na hábhair cheardlainne FGL agus an acmhainn seo in úsáid agat chun comhthéacs a thabhairt don acmhainn agus tuiscint níos fearr a fhorbairt ar conas a forbraíodh an t-aonad foghlama.

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AGE/STAGE

1ST YR - SEPTEMBER (PRIMARY)

PRIOR

- GREEN SCHOOLS
- RECYCLING
- SUSTAINABILITY
- CREATIVE + CURIOUS
- SESE CURRICULUM
- PROTOTYPING + MAKING

- GROUP WORK
- THEMSELVES AS USERS
- INCLUSIVE EDUCATION
- DESIGN PROGRAMMING

LEARNING

[LEARNING OUTCOME RATIONALE AIMS]

- SAFE-FAILURE (1.3, 1.13, 2.2, 3.2, 3.3)
- 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 USER
  - → BIODEGRADABLE CUPS
  - → PET WATER BOTTLE
  - → ALUMINIUM BOTTLE

A / B / C

- FORM + FUNCTION - FIT FOR PURPOSE
  - OPENING OF MEDICINE
  - USER A/B/C
  - → RESEALING HAM

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

✓ ✗

→ PPT / POSTER

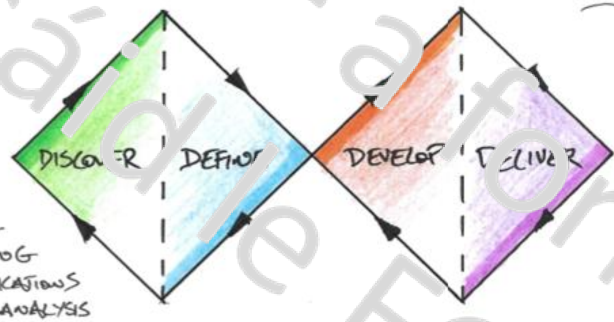
PRODUCT LIFE CYCLE
- EMBODIED ENERGY
- → ACTIVITY AROUND ORDERING

PLASTIC WATER BOTTLE VS ALUMINIUM BOTTLE

STAGES

WASTE

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



[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
- VIEWABLE VIDEO
- PMI, LIFECYCLE + SALES PITCH ON WATER PACKAGING
- → FAMOUS PACKAGING - QUIZ / BRAINSTORM + EVALUATE EFFECTIVENESS
- USER-NEEDS PLACEMAT
- → 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.

CONSIDER ASSESSMENT + REPORTING

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

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.

Sampla – a forbraíodh le húsáid le FGL JCt4

Cruthaíodh an acmhainn seo le cabhrú le ceardlann Forbairt Ghairmiúil a rinne JCt4 a éascú le linn na scoilbhliana 2018 / 2019 agus baineann sí le comhthéacs an phlé a tharla le linn na ceardlainne sin.

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Eispéiris Foghlama Fhéideartha Eile

Tionchar ar an Timpeallacht – Cad é a tharlaíonn ina dhiaidh sin?

Pléigí cad é a tharlaíonn nuair a chuirimid plaisteach sa bhosca bruscair.

Ag úsáid íomhánna, pléigí conas a dhíghrádaíonn plaisteach olabhunaithe agus bithphlaisteach le himeacht aimsire.

Pléigí na fachtóirí a imríonn tionchar ar thruailliú na trá trópaicí seo

Déan taighde ar shaolré buidéal plaisteach.

Déan taighde ar chéimeanna an phróisis athchúrsála plaisteach in Éirinn. (Cuairt ar Láithreán)

Déan taighde ar thionscnaimh áitiúla agus náisiúnta chun níos mó daoine a spreagadh le bheith ag **Laghdú, Athúsáid, Athchúrsáil.**

Sample - developed for use with JCt4 CPD

Cruthaíodh an acmhainn seo le cabhrú le ceardlann Forbairt Ghairmiúil a rinne JCt4 a éascú le linn na scoilbhliana 2018 / 2019 agus baineann sí le comhthéacs an phlé a tharla le linn na ceardlainne sin.