

Unit Title: Cell Phone Usage

Grade Level: 7-8

Subject Area: Computers

Duration/Length/Number of class periods: na

Description: Students will be learning about cell phone usage by exploring related topics.

Established Goals:

1.1 Empowered Learner- Students leverage technology to take an active role in choosing, achieving, and demonstrating competency in their learning goals, informed by the learning sciences.

1.2 Digital Citizen- Students recognize the rights, responsibilities and opportunities of living, learning and working in an interconnected digital world, and they act and model in ways that are safe, legal and ethical.

1.3 Knowledge Constructor- Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.

1.6 Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.

What Enduring Understandings are desired?

Decisions concerning the allocation and use of cell phones impacts efficiency and effectiveness in the students' personal professional lives.

What Essential Questions will be considered?

- How are apps made?
- What is proper etiquette of cell phone use?
- What is the value of cell phones?
- How does the usage of cell phones affect your personal and professional life?

Students will know / be able to:

Students can describe how cell phone apps are made.

Students can demonstrate proper cell phone etiquette.

Students can explain the value of using cell phones in their personal and professional life.

Students can analyze the overall affect cell phones have on their life.

Description	Units must include at least one of each formative, summative, introductory activity and learning activity. Check the appropriate box; one per row.						
	Formative	Summative	Introductory Activity	Learning Activity	Student Technology Used	Teacher Technology Used	ISTE Standards
Day 1 App Development	X		X	X	YouTube Video, Google Forms	Computer, Projector, Google Forms	1.1A, 1.3A
Day 2 Phone Etiquette	X		X	X	YouTube Video, Google Forms	Computer, Projector, Google Forms	1.1A, 1.2B, 1.2C, 1.3D, 1.6C
Day 3 Productivity Gains	X		X	X	YouTube Video, Google Forms	Computer, Projector, Google Forms	1.1A, 1.2B, 1.3A 1.6C
Day 4 Summative Assessment Create Your Own App		X		X	Code.Org, Computer	Code.org, Computer	1.1B, 1.3C, 1.3D

Materials, tools and resources: Internet, YouTube Computer, Google Forms

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Additional credit given to:

Day-to-day lesson plan

Day 1 Software Development

1. Introduction [A Day in the Life of a Software Developer](#)

2. Explore [Software Development](#)

3. Evaluate As you watch the video, answer the following questions.

https://docs.google.com/forms/d/e/1FAIpQLSc9YDbgkQQsTOJLJQ_IZ4w1cFNRAIUwWnoc0JbFh0jUI523Q/viewform

Day 2 Cell Phone Etiquette

1. Introduction [Cell Phones are Destroying Relationships](#)

2. Explore use the following links to discover proper cell phone etiquette

<https://www.verizon.com/articles/cell-phone-etiquette/>, <https://emilypost.com/advice/top-10-cell-phone-manners> and <https://www.indeed.com/career-advice/career-development/phone-etiquette>.

3. Evaluate Students will use the provided links to answer questions on a Google form

https://docs.google.com/forms/d/e/1FAIpQLSeBanMKA-3-lrTelZp_ZILJ9WYBcNX0ky0IBW7Y0eSPe626WA/viewform

Day 3 Productivity Gains

1. Introduction [How to turn your phone into a productivity machine](#)

2. Explore Watch the introduction video and then use the following links to discover how mobile technology increases productivity

a. <https://www.devicemagic.com/blog/how-mobile-technology-boosts-productivity-in-the-workplace/#:~:text=With%20the%20latest%20innovations%20in%20today's%20smartphones%2C%20users%20can%20easily,help%20of%20app%2Dsynchronized%20files>

b. <https://www.thinkwithgoogle.com/marketing-strategies/app-and-mobile/smartphone-productivity-tools/>,

c. <https://www.corporatewellnessmagazine.com/article/workplace-productivity-in-an-era-of-smartphones>

d.

<https://insights.samsung.com/2016/08/03/employees-say-smartphones-boost-productivity-by-34-percent-frost-sullivan-research/>

e. Evaluate Students will use the provided links to answer questions on a Google form

<https://docs.google.com/forms/d/e/1FAIpQLScyL613ogl16A7mPXbgwLpoDDhZOWRLOGKIJNsHBoXRTPgZAA/viewform>

Day 4 Summative Assessment Create Your Own App

<https://code.org/hourofcode/overview>

1. Introduction Watch Intro Video

2. Explain This tutorial is designed to quickly introduce the App Lab programming environment as a powerful tool for building and sharing apps. The tutorial itself teaches students to create and control buttons, text, images, sounds, and screens in JavaScript using either blocks or text. At the end of the tutorial students are given time to either extend a project they started building into a "Choose Your Own Adventure", "Greeting Card", or "Personality Quiz" app. They can also continue on to build more projects featured on the code.org/applab page.

3. Evaluate Students will share their created app with the teacher

Day 5-7 Optional Movie

Watch the Movie Social Dilemma on Netflix which could be an a related optional activity