

The mission of GISD is to ensure that every student achieves maximum potential.

### GISD Curriculum News

rigor/engagement/higher-order thinking

From the Desk of Keri Thoele, GISD Asst. Superintendent

## Taking Technology to the Next Level

What are those kids doing with the Ferraris sitting on their laps?

When Kevin Honeycutt met with our elementary GT students Thursday morning, he was admittedly shocked. "This is not the stereotype that people conjure of Texas," he exclaimed. "These kids have Ferraris on their laps and look at them go!" He's right, of course. Armed with MacBook Airs fully loaded with the iMac suite, these kids have state-of-the-art technology at their fingertips, but if they can't get beyond word processing, spreadsheets, power points, or games, then what's the

point? We have to use our
technology to give kids an
advantage, and that means
exploring to really find out
what tools are out there for
them to use to create,
publish, and even sell.



# Strategy of the Week: SKETCHUP

http://www.sketchup.com/intl/en

\*Download from Self Service on your Mac.

### **Honeycutt's Points**

- ✓ <u>USE THE WEBSITE</u> Kevin has gathered a collection of free tools that assist in all types of classroom projects. Click the "tool box" on the website to find numerous ideas. <a href="http://kevinhoneycutt.org/">http://kevinhoneycutt.org/</a>
- ✓ <u>BE SOMETHING</u> Students learn more when they take an active part in their learning. Have students assume a role in the projects they are creating. One example he gave was creating a 3-D virtual museum filled with artifacts related to a topic of study. The student then "becomes" the docent, taking the rest of the class on a guided tour through the museum. Other ideas be an archaeologist, a writer, a teacher, a reporter, etc.
- ✓ <u>CREATE SOMETHING</u> We learn when we create. This is the highest level of Bloom's revised taxonomy.
- ✓ PUBLISH & SHARE WHAT YOU CREATE Students should be encouraged to share their work. Students can publish their writing, their art, their designs, their music, etc. Sharing one's work and receiving feedback on the quality or value of it can inspire students to revise and make their work better. There is pride in ownership.
- ✓ **BE AN ENTREPRENEUR** We should be giving students the tools and information to sell their work in a global marketplace. For instance, students can make jewelry and sell it with no start-up fees. The student never touches the actual product; instead, he or she uploads his or her design and allows it to be sold. The company manufactures the actual product and ships it to customers.
- ✓ **TEACH WORK ETHIC** Students should "Love 2 love 2 learn," according to Honeycutt. Work ethic is passion combined with work.

The Honeycutt Entrepreneur Model –
Get an <u>IDEA</u>
Publish a <u>VERSION</u> (create something)
<u>RELEASE</u> it (publish it)
Get <u>REACTION</u> (feedback)
Do some more <u>RESEARCH & MARKET</u> it
<u>REVISE</u> (there's always room for improvement) **RE-RELEASE** 

Bottom line: Don't wait until it's perfect. Do it now!

#### For Teachers:

Publish your own stuff and know how to lead kids into the world of entrepreneurship. Use technology to "team teach with yourself" and archive any videos you make for future access by the students. Don't be afraid of technology. Allow the kids to teach or guide you. Teach kids responsibility as well. Help them understand the permanency of what they post and publish.