



GRADE 6 OVERVIEW DESIGN

Unit Title and Teaching hours	Key Concept	Related Concepts	Global Context	Statement of inquiry	Objectives	ATL Skills	Brief description of content
Personal Diary (6 hours)	Development	Adaptation, Function	Personal and cultural expression	A common product designed for everybody could be used beyond his original function and be adapted to one's personal needs.	A – (i & iii) C – (iv)	Organization skills Research Creative-thinking skills	<u>Possible interdisciplinary connections :</u> <u>Knowledge :</u> MYP design cycle, Research methods, portfolio creating <u>Resources :</u> Diary, Art supplies, Computers, Microsoft Office, Internet, Samples, Books, School Library, Public Library <u>Design situation :</u> Adapt your diary to your own needs
Upcycling (6 hours)	Development	Sustainability, Function	Scientific and technical innovation	An object is designed for a specific feature but it could be upcycled to serve another purpose	A - (iii, iv) B - (ii, iii, iv)	Research Creative-thinking skills Transfer Skills	<u>Possible interdisciplinary connections :</u> <u>Knowledge :</u> upcycling process, recycling definition, describe the features of an object <u>Resources :</u> Computers, Internet, word processor, presentation tool, miscellaneous samples <u>Design situation :</u> Choose a common object and find different solutions to upcycle it
Novel Cover (6 hours)	Communication	Markets and trends, Form	Globalization and sustainability	An adapted and eye-catching communication could propel the success of a product.	B - (i) D - (i, iv)	Communication : Exchanging thoughts, messages and information effectively through interaction , Share ideas with multiple audiences using a variety of digital environments and media	<u>Possible interdisciplinary connections :</u> art, literature <u>Knowledge :</u> digital drawing, <u>Resources :</u> Computers, Gimp, Inkscape, Internet <u>Design situation :</u> Create a cover for your novel so that people will want to open it and read it.



Greeting cards with leds (4,5 hours)	Communities	Innovation, Markets and Trends	Orientation in space and time	With the rise of new information and communication techniques, many writing traditions have lost their impact, innovation could bring them back and bound communities.	A - (ii, iii) C - (i)	Creative-thinking skills : Generating novel ideas and considering new perspectives : Create original works and ideas; use existing works and ideas in new ways ; Make unexpected or unusual connections between objects and/or ideas	<u>Possible interdisciplinary connections :</u> <u>Knowledge :</u> basic electronics, word processing tool <u>Resources :</u> Computers, Internet, word processor, presentation tool, miscellaneous electronic components <u>Design situation :</u> Create an original greeting card with leds that draws attention
Heraldic Cushion (6 hours)	Identity	Form	Identities and relationships	Creating unique objects helps the expression of our individuality and personality in a mass-production world.	C - (ii, iii) D - (ii, iv)	Reflection skills : Keep a journal to record reflections Organization skills : Bring necessary equipment and supplies to class Transfer skills : Make connections between subject groups and disciplines	<u>Possible interdisciplinary connections :</u> Art <u>Knowledge :</u> sewing techniques, internet research, word processing tool <u>Resources :</u> sewing machines, computers, Internet, word processor <u>Design situation :</u> Sew an object for your room that will express your personality
Upcycled robot (12 hours)	Systems	Invention, Ressources	Scientific and technical innovation	New inventions and how they can affect the development of systems in societies.	ABCD	Creative-thinking skills : Generating novel ideas and considering new perspectives : Design new machines, media and technologies	<u>Possible interdisciplinary connections :</u> <u>Knowledge :</u> basic electronics, internet research, word processing tool <u>Resources :</u> Computers, Internet, word processor, presentation tool, miscellaneous samples, electronic components <u>Design situation :</u> Create a robot by using recycled resources

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<p>Scratch game design (15 hours)</p>	<p>Systems</p>	<p>Perspective</p>	<p>Fairness and development</p>	<p>Code learning is the first step in order to regain control on the digital world and discover the conflicts that are at stake in NTIC.</p>	<p>ABCD</p>	<p>Transfer skills : Using skills and knowledge in multiple contexts :</p> <ul style="list-style-type: none"> • Make connections between subject groups and disciplines • Combine knowledge, understanding and skills to create products or solutions • Transfer current knowledge to learning of new technologies 	<p><u>Possible interdisciplinary connections :</u> <u>Knowledge :</u> coding, internet research, word processing tool <u>Resources :</u> Computers, Internet, word processor, scratch cards <u>Design situation :</u> create a simplified version of your favourite video game</p>
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