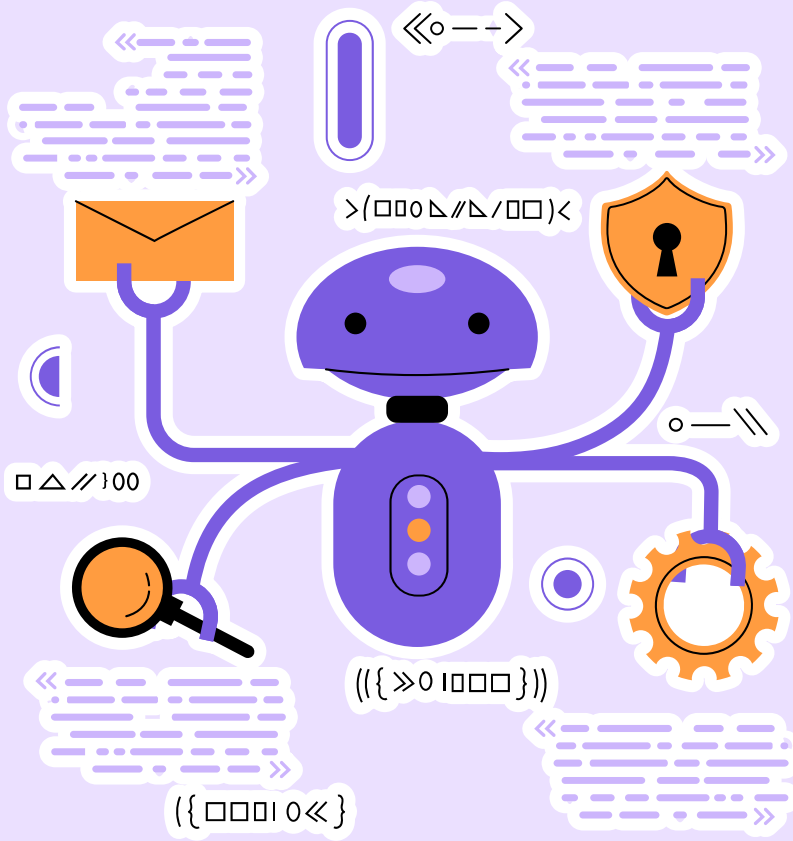
Jennifer Ginter
4th Grade
Moran Elementary (PHM)





What will I talk about.



1. Module 1 - Writing
2. Module 2 - Science/Math

Writing
Adaptable for 3rd - 6th grade

Why? — Student Buy In

Personal Goal — To engage students in the writing process in order to create stronger writers, by showing them other “fun” things they can do with their writing.

Writing

Students will create realistic fiction story and put it into ChatGPT to produce a play.



Step 1

Realistic Fiction - Students have already finished this!

Step 2 (Bulk of Lesson)

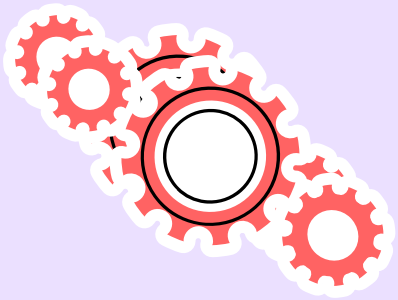
AI PearDeck to enforce smart computer usage, right from wrong, etc.

Step 3

Copy and Paste Realistic Fiction into ChatGPT

Step 4

Edit
Discuss computer errors



Step 5

Perform your play!

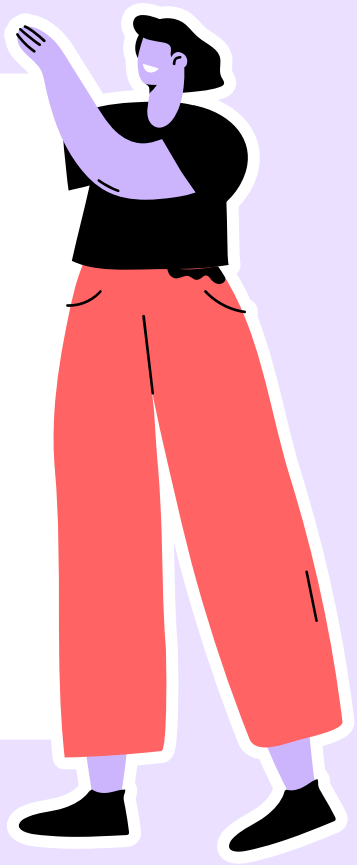


Demonstration

turn my personal narrative into a play that includes dialogue, scenes, and stage direction

“My name is Jennifer. I live on Beech Road. One day I was playing outside when a crow came down and stole a baby bunny out of its nest. I screamed and ran inside to get my mom. When my mom came outside the crow had dropped the baby but it was injured. We took the bunny inside, fed it, and gave it milk from a bottle. We named the bunny Miracle. Miracle would not survive in the wild so we decided to make a home for him inside our house. He has been living with us ever since.”

Questions?



2nd Assignment - Science/Math
Amusement Park
4th Grade

Why?

Targeting skills that students have historically had difficulty understanding.

Student Goals

1. See a project from beginning to end
2. Understand area and perimeter of irregular shapes

STEM Prerequisites

Science

Energy and Energy Transfer

Technology

Code.org
Maker's Empire
TinkerCAD

Engineering

Energy and Energy Transfer

Math

Multiple digit addition and subtraction
Symmetry
Irregular area and perimeter

Lesson 1

Project Introduction

- Teacher demos. what students will be doing from start to finish
- Teacher hands out criteria, purpose, and student goals
- Students divide into groups to decide on an amusement park name and theme, and to start look at pricing and space constraints

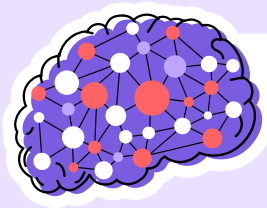
Lesson 2



2D Model Construction

- Groups will receive their theme park components and grid paper
- Groups must come up with a working layout





Lesson 3

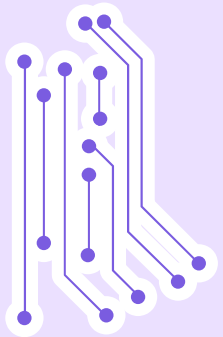
Symmetry Mascot



- Students work individually on Maker’s Empire to create an amusement park mascot

- Every student gets to 3D print their mascot!





Lessons 4 & 5

Marble Roller Coaster

- Groups work together to create a working marble roller coaster.











Lessons 6 & 7

Design Software

- Students work individually to build their amusement park in Maker’s Empire

Parent Open House



Students will show off their completed project.

Group Elements:
- 2D Amusement Park Model
- Marble Roller Coaster

Individual Projects:
- 3D Mascot
- Amusement Park Design on Maker's Empire

Assessments



Formative

- At the end of lesson 2, the teacher will check 2D amusement park paper models to ensure students have followed budgeting and space guidelines.
- At the end of lesson 5 the teacher will ask students to explain the mechanics of how their marble roller coaster works.

Summative

- Students will be given a final grade based on their work throughout the project. Students will be given points based on how they did with budgeting, area/perimeter constraints, whether or not their mascot is symmetrical, their explanation of how a roller coaster works, and whether or not they've followed appropriate directions in their final computer model.

Questions?

