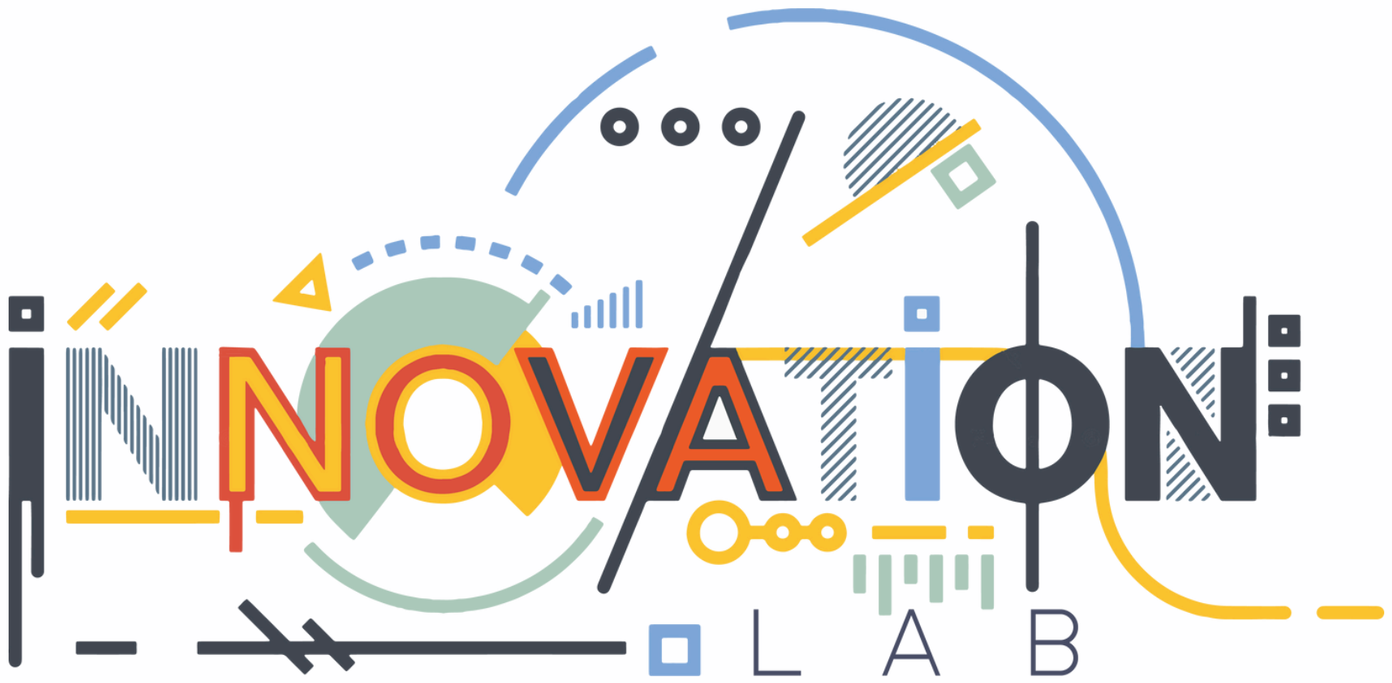
INNOVATION LAB

6TH GRADE HANDBOOK

STUDENT _____



What is Innovation Lab?

The Innovation Lab is an engaging and interactive technology and STEM (Science, Technology, Engineering, and Mathematics) class designed for students in grades 4th though 6th. This hands-on learning environment fosters creativity, critical thinking, and digital literacy skills, while also promoting responsible and safe use of technology. The curriculum covers a wide range of topics, ensuring a well-rounded education in technology.

Curriculum Highlights:

1. **Digital Citizenship and Online Safety:** Students learn about the responsible and ethical use of technology. They understand the importance of online privacy, respecting others' digital work, and navigating the internet safely.
2. **Technology Vocabulary and Parts of the Computer:** Students become familiar with basic technology terms and gain an understanding of the components that make up a computer system.
3. **Keyboarding:** Students practice touch typing skills, improving their typing speed and accuracy, which is essential for efficient digital communication.
4. **Project-Based Learning Activities:** Students work on various real-world projects that encourage problem-solving, collaboration, and creativity. These projects integrate technology skills with subjects such as science and social studies
5. **Collaborative Projects:** Students work together in groups to complete tasks and projects, fostering teamwork and communication skills.
6. **STEM Projects**: Students engage in hands-on STEM projects that involve designing, building, and testing solutions to real-world challenges. These projects develop critical thinking and engineering skills.
7. **Coding:** Students are introduced to the basics of coding through age-appropriate platforms and programming languages. They learn logical thinking and problem-solving while creating and using simple programs and games.
8. **Robotics:** Students explore the world of robotics. This experience introduces them to automation, sensors, and basic robotics concepts.
9. **Videography and Animation:** Students learn the fundamentals of videography and animation, including shooting, editing, and storytelling. They create videos on various topics, enhancing their multimedia and communication skills.
10. **Digital Tools:** Students become proficient in using Google Docs, Google Slides, and Google Forms for various purposes, including data collection, documentation, projects, and presentations.

By exposing students to a diverse range of technological tools and projects, Innovation Lab equips students with the skills necessary to thrive in a technology-driven world.

What can I expect to learn in Innovation Lab?

Throughout 4th-6th grades, students will learn the following skills in Innovation Lab:

- Technology lab rules and procedures
- Handling and proper care of equipment/devices
- Logging on/off devices
- Keyboarding: posture, finger placement, setting goals for WPM and accuracy
- Keyboard Shortcuts: Cut, Copy, Paste, Undo, Redo, Save, Print, Select All, Zoom In, Zoom Out, Close Tab, New Document, Find, Duplicate, Add Hyperlink, Spotlight Search, and more.
- Digital Citizenship: Online Safety, Cyberbullying, Digital Footprint, Netiquette, Social Media, Scams, Plagiarism, and Balancing Screen-time
- Careers utilizing technology and STEM
- Email: Composition of a Professional Email, Composition of a Friendly Email, Email Etiquette, Email Tips & Organization, How is email different from texting?
- Cell Phone Etiquette
- Internet Research Skills
- Citing Sources
- Google Docs - Newsletter, Essay, Poetry, Tech Terms
- Google Slides - Various presentations integrated from 4th-6th grade curriculum to include images, charts, tables, hyperlinks, transitions, animations, and music
- Google Forms - Create a survey
- Google Sheets - Create a budget
- Study skills using digital tools: Good Notes, Quizlet, Study Stack, etc.
- Coding: Grade-level coding applications infused with Robotics
- Videography (Commercial)
- StopMotion Video Animation using various materials (Legos, Play-Doh, craft supplies, etc)
- iMovie (Book Trailer)
- Podcasting
- Tinkercad Design and 3D Printing
- Project Based Collaborative Learning: Shark Tank Invention, Wax Museum, Famous Mississippians, 50 States

Innovation Lab Rules

1. Students will enter the iLab quietly and follow instructions given.

2. Food, drinks (including water), and candy are not allowed in the iLab at any time.

3. Be respectful to your teacher, classmates, and ALL equipment.

4. Bring your device, earbuds, and folder **<u>EVERYDAY</u>** to iLab. Failure to do so will result in a responsibility mark.

5. Raise your hand and wait to speak or be called on. Blurting out is **<u>not</u>** acceptable.

6. Only visit approved or assigned websites. To do otherwise, will result in a behavior mark.

7. Internet searches must remain on topic and adhere to the contract signed by each parent and student.

8. Do not download anything unless given permission by your teacher. Do not make **<u>ANY</u>** changes to the iMacs or iPads in the iLab.

9. If you see something questionable, bring it to the attention of your teacher. Do not share with your classmates.

10. Always log off your iMac or iPad at the end of class and clean up your area.

Things to Know/Remember in Innovation Lab

- Students are expected to arrive on time to iLab with their iPads charged for the day.10% charge is not acceptable. Be sure to charge your device the day/night before so that you are sure to have plenty of charge for whatever activity we may have planned the next day. Failure to have your device charged when arriving to iLab will result in a responsibility mark.
- Students are expected to keep all handouts, worksheets, and returned assignments in their folders/binder throughout the term/year. They will receive bonus points to go toward their final grade at the end of the school year if they have kept all materials from Innovation Lab.
- Students will need to put their first and last names as well as their homeroom teacher's name on all all assignments/projects.
- Students are expected to turn in assignments **ON TIME**. Late assignments will result in points deducted. Completing all assignments on time each semester will earn students bonus points toward their final grade for the class.
- Students are expected to make up any work missed due to absence. Grace will be extended for work to be completed in a timely manner.
- Students' report card grades in iLab are based on Academics, Responsibility, and Conduct.
- Students DO HAVE assigned seats in Innovation Lab typically by student numbers. However, if students have difficulty working in that seat, he or she will be moved.
- Students may not change or delete ANYTHING on the iLab iMacs or iPads. That includes changing backgrounds, adding or deleting icons, moving the task bar, or adding/deleting bookmarks.
- Never share your login information with your friends or classmates! Always be sure to log off all iLab devices before leaving class.
- Do not click on pop-ups! They could contain viruses that could harm your computer or device.
- Students are to treat the devices in the Innovation Lab **BETTER** than their own.
- Students are expected to clean up their area before leaving. This includes putting their chairs or stools back in place, clearing their desks, and picking up anything they have dropped on the floor.
- Parents are strongly encouraged to sign up for our Innovation Lab Remind system. It is only for the term and will be deleted after the term ends. This Remind system will enable parents to know when we will be having quizzes, project deadlines, materials needed for class, etc. Please message **@iLab6th** to the number **81010**.

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Innovation Lab Grading

Students will not receive numerical grades in Innovation Lab, but instead will receive the letter grades of **E, S, N,** and **U**. Most of what we do in iLab will be scored for completion. However, there will be times when I will quiz students simply to assess their retention of material being taught. Cooperation, time on task, attentiveness, following directions, behavior, and responsibility will also play into their collective grade each term.

The following is how those grades will be determined:

All students start out each term in Innovation Lab with 100 points. Each time a student fails to complete an activity or turn in an assignment, a point will be deducted. By the same token, each time a student receives a behavior or responsibility mark, they will also lose a point.

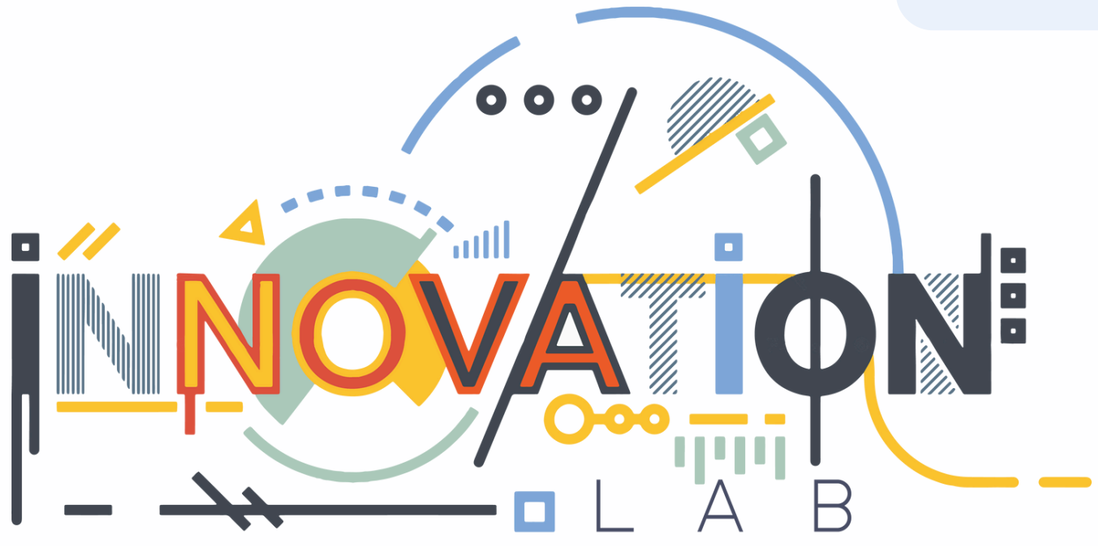
But don't worry... there will also be plenty of opportunities to earn points back to make up for these situations throughout the year.

It is even possible for a student to end a term with more than 100 points. 😃

90-100 points = **E**xcellent
80-89 points = **S**atisfactory
70-79 points = **N**eeds Improvement
69 points and below = **U**nsatisfactory

Please keep this handbook in your Innovation Lab folder.

“Parent Homework”



Innovation Lab
Handbook Agreement

It is a privilege to have access to such an amazing state of the art technology and STEM lab. Let's pledge to treat it with the utmost respect and care.

*I have read and understand all information mentioned in this handbook and am pledging to follow all rules and protocols of the Innovation Lab at FPDS.

*Student's signature _____

*Student's printed name _____

**I have gone over the information in this handbook with my child and will support Mrs. Brister's efforts to maintain a well-run technology lab at FPDS.

**Parent's signature _____

Parents, please remember to complete the online Student Information form by scanning the QR code in this handbook.

Please return this form signed to Mrs. Brister at your next iLab class time.