

TEMPLATE FOR CMap PROJECT

Project Title: Get OUT!

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Class: CMap St. George Summer 2017

<p>Project Description</p>	<p>For some extracurricular physical fitness, students are encouraged to explore their surroundings.</p> <p>Many students--if they participate in athletic activities--stick to one or two. This would encourage students to not only become more active, but also become more familiar with the community in which they live.</p> <p>Furthermore, it could be extended as a family project to foster stronger familial relationships and communication opportunities.</p>
<p>Community Issue or Problem Selected</p> <p>-How project evolved?</p>	<p>In an attempt to supplement the Netflix binging and gaming which is occurring after school hours, students are now going to be challenged to become more physically active and also learn a new technological skill by using GPS coordinates to find specific locations. This project is also a positive way to get parents involved in their students' education as they may be approached as the primary mode of transportation, or even to be an active participant.</p> <p>After surveying students, it was determined that students are frequently unaware of even the most basic (and often times free) recreational opportunities which are available to them on a regular basis. Furthermore, students rarely leave their "comfort zones" when it comes to recreational activities. By participating in this activity, students would be encouraged to explore areas of the community in which they live.</p>
<p>Community Partner(s)</p>	<p>St. George, Santa Clara, & Ivins Parks & Rec (informational resource/guide)</p> <p>Sand Hollow Aquatic Center (provide two-for-one admission on the LRIS Gecko Card)</p>
<p>Project Objectives</p>	<p>The objective is to improve student motivation to get out and be active, as well as introduce some new technological skills.</p>
<p>Utah Core Standards/Objectives</p>	<p>Physical Education-Standard 6.3.2</p> <ul style="list-style-type: none"> ● Participate in self-selected physical activities outside of physical education class.

	<p>Physical Education-Strand 5</p> <ul style="list-style-type: none"> Students will appraise the personal value of physical activity as a tool for wellness, challenges, and interacting with appropriate social skills with friends and family. Students will identify activities that bring satisfaction and pleasure through participation and reflect how physical activity promotes a lifetimes of wellness. <p>Educational Technology 6-8-Standard 4</p> <ul style="list-style-type: none"> Use content-specific tool(s) (GPS), software and simulations to support learning and research. <p>Educational Technology 6-8-Standard 8</p> <ul style="list-style-type: none"> Select and use appropriate tools and technology resources to accomplish a variety of tasks and solve problems.
Essential Question(s) -Spatial Issue	What recreational opportunities are located in students' community?
Assessments (rubrics, scoring guides)	-completed Bingo selection card -photographic/video evidence of participation in the form of scrapbook or digital story
Project Products	Students need to show their completed Bingo card along with a photographic/video diary of the adventures they chose to complete. This could be shared digitally through a Google Slideshow, a story map, GoPro video compilation, or a printed scrapbook/collage.
Project Timeline	Students will be given until the trimester to show they have completed at least one Bingo to attend a mid-term enrichment activity. For students who choose to complete more beyond the midterm, there will be an extension activity offered the last week of the trimester as well.
Resources Needed	-GPS or phone with GPS capability for students choosing to participate -computers to log photographic diary (if students chooses the digital route)
Skills Required	-show students how to input coordinates to a GPS unit (this could also be shown on a smart phone)
Project Team Member Roles	Teacher(s): Instruction for the activity and basic GPS coordinate skills Students: Take the initiative to complete the project by using the GPS coordinates to find the location, and then complete

	<p>the activity at the location.</p> <p>Partner(s): Be aware of the activity and be available for questions, if needed.</p>
Celebration/Presentation	<p>Students who complete at least one Bingo by mid-term will get to attend an enrichment activity. Students completing more than one Bingo by the end of the trimester will get to attend another enrichment activity and then also present their story to the class.</p>
Project Evaluation	<p>Students who complete multiple Bingo's will get to share their stories to their class in a visual forum in the Little Theater.</p>
Project Bibliography	<p>Google Maps</p>
Plans for Future CMAP Activities	<p>We can approach some of our other teachers to incorporate more cross-curricular experiences. For example, the digital project piece could be completed in the Educational Technology class, and our Language Arts teachers could use this as an editing tool to ensure the final product is at its best. Math and Social Studies teachers could also be involved with the incorporation of other elements.</p>

Optional:

- Lesson Plans
- Student Artifacts
- Publicity