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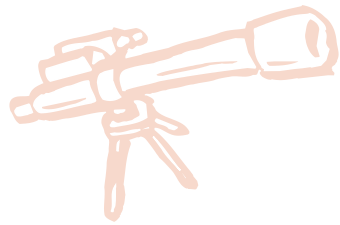
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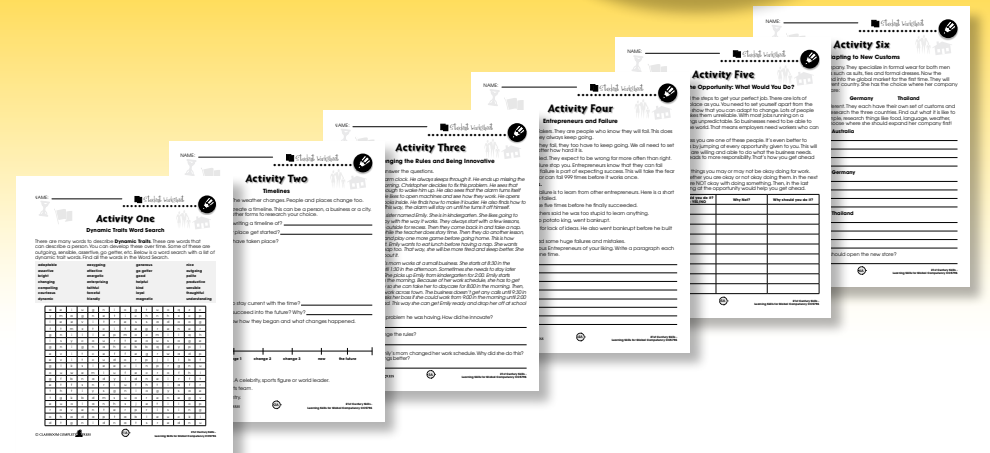
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Fostering a Culture of Iteration

Fast Action Doodling Game

Iteration is a different version of an idea or something that already exists. The idea for this game is to notice shapes, change and add to them, quickly.

The class will all get into pairs. Each pair will be given 10 index cards, or sheets of paper. Decide who will go first.

One person has 10 seconds to draw something. A squiggle, or picture. The card is then passed to their partner.

Their partner has 10 seconds to make something out of the squiggle. Take no more than 10 seconds for each doodle, and move on.

Do this for 2 minutes. After the 2 minutes is up, switch who went first and start again. Do this for each index card.

What you'll need:

- 10 index cards
- pencils, pens, markers, or crayons
- a time keeper for all groups to keep things going

Other ideas:

- Less cards could be used for time allowed.
- Pairs could be split up and shuffled.
- Groups could be larger.

Reflect on this process from start to finish.



Fostering a Culture of Iteration

Iterations of Everyday Items

From the experiments in the 1800's to today, the light bulb has made many changes. Thomas Edison was the first to get it into public hands. That did not happen right away. He and his team worked very hard on it for years.

1. What items do we use every day that are not the same? Example: telephone, camera, pencil.

2. Look around the room and see how many items you think have changed.

3. Choose one of the items and look it up using the Internet.

a) What was it like in the beginning?

b) How many changes have happened?

c) What is it like today?

Fostering a Culture of Iteration

The Iteration and Innovative Classroom

Turn your classroom into this kind of place. Split your classroom into two halves. One side will be for better ideas. The other will be for new ideas. In each area, set up some stations that will promote both kinds of thinking.

The Iteration Corner

This is where you'll make something better. Think of a new version of something that you like. Like the newest Smartphone. This is a better version. The older version was good when it came out, but this newer version is better.

Set up a station with different things that are "old". In another station, have all the latest versions of these same things. Students will compare the old versions with the new.

1. What's different between the two versions? _____

2. What do you like best about the new version? _____

3. Name one thing you would change about the new version. What would your next iteration look like? _____

The Innovation Corner

This is where you'll make something new or different. Like a personal music player or social media site. These two things were new and different when they came out. They made way for new versions of the same thing. That is until something new would replace them.

Set up a station that will let students think of new ideas. Have examples of new things throughout history. Students will think up their own ideas. There's no limit to their imagination. They don't need to be realistic. They do need to reach a demand in today's culture. Students will describe their new ideas in the space below.

Fostering a Culture of Iteration

Iteration at Your School

Things are always changing in the workplace. For example, your boss might decide he wants to do a job in a new way. There may be a new computer program your work has decided to use. Iteration is when a thing is changed or made better. This new change is positive and improves on a past item or method.

1. Think about something at your school that you think needs to be improved. What is it? Why does it need to get better? Explain.

2. How would you make this better? Explain your ideas below. You can use the Internet to do research. You can also ask your friends and other people around the school for their thoughts on the subject.

3. Why would these new changes make things better around the school?

4. Read your idea to the class. Take a vote. See if everyone thinks your new ideas will work. Ask everyone's opinion and see if they have any ideas too!

Does the class think your new idea will be a success? YES _____ NO _____

Write down any ideas from your class.



Fostering a Culture of Iteration

5 Steps to Iterating and Innovating

1. Dream

Think of a new method, idea or product. What is yours?

2. Brave

Stick with your Dream idea, even if others don't like it. What were others saying about your idea? How did you feel?

3. Share

Tell your friends and family about your Dream idea. Get their points of view. What new ideas did you get?

4. Stick to It

This is the hardest part. Keep trying new things to make your Dream Idea better. What is the biggest roadblock you had to overcome?

5. Review

Compare your first Dream Idea to your final idea. What part improved the most?



Fostering a Culture of Iteration

Audition Poster Iterations

Get into groups of 3-6 people. You will work as a group to create version 1 of an audition poster for your school. Follow the instructions below.

Instructions: Hello class! Your school is putting on a Christmas Play. It is time for auditions! You have been asked to create an eye-catching audition poster. The poster is going to be put up around school. It will say when and where auditions will be. It will also say the parts that students can audition for. The poster must tell students what to bring to auditions. It must also say who to contact for more information.

Information for the poster:

Date of auditions: November 1
Time of auditions: 4pm-5pm
Location for auditions: In the gym
Who to contact for more information: Mrs. McAllister
Parts to audition for: Elves, Santa, Mrs. Claus, Reindeer
What to bring: comfortable clothing, permission slip from parents

After you have made your poster, look at it with your group. Is there anything that should be changed? Is the information big enough on the poster? Go over your ideas as a group and make a list of stuff to change.

Now, as a group, repeat the steps above. This time do your changes. Make version 2 of the audition poster.

Repeat the steps again and make a third and final version of your poster. This will be the one posted around school.

1. What were the changes you made for the first poster?

2. What were the changes you made to the second poster?

3. Was it hard to make 3 iterations of the same poster? Explain.



Bloom's Taxonomy

Bloom's Taxonomy for Reading Comprehension

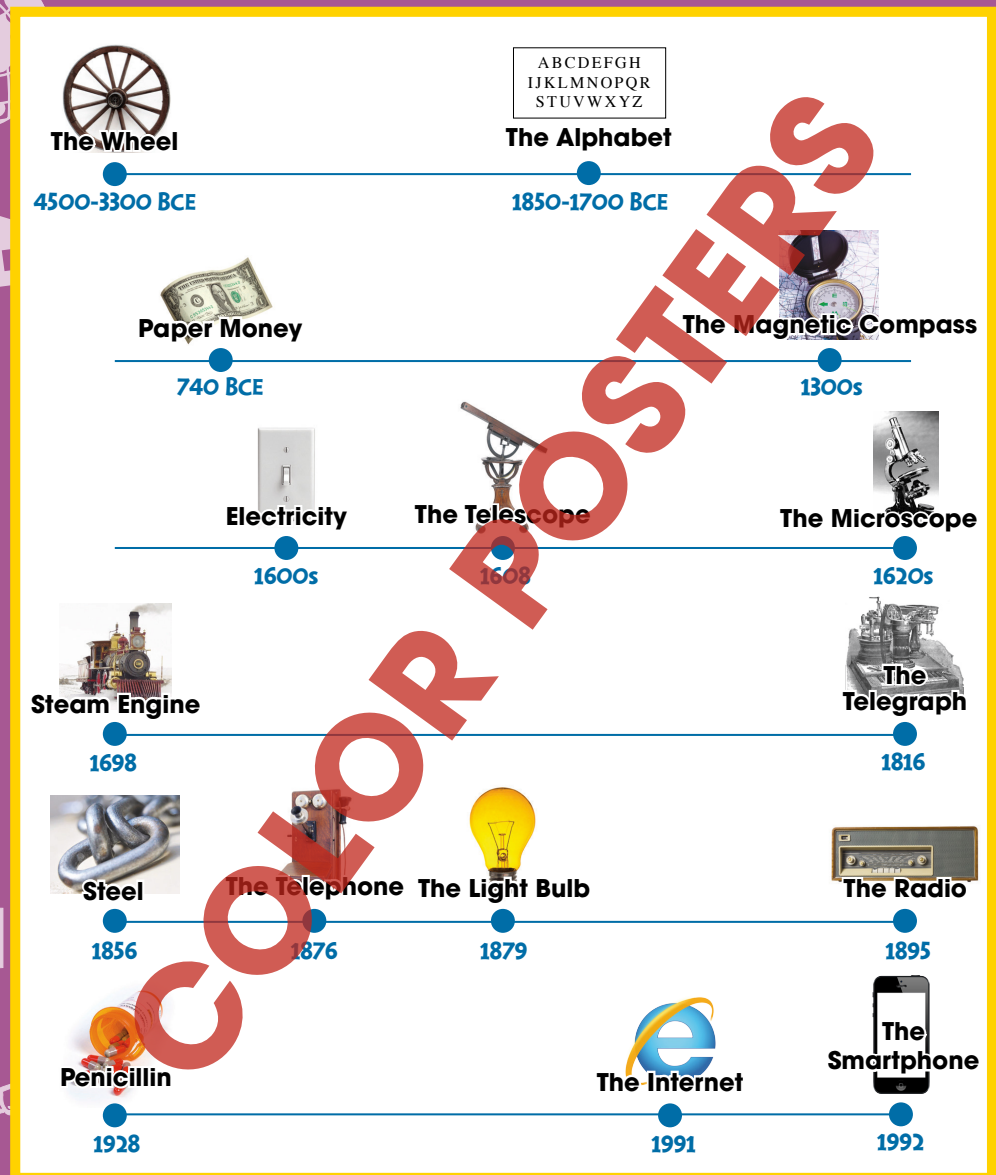
The activities in this resource engage and build the full range of thinking skills that are essential for students comprehension. Based on the six levels of thinking in Bloom's Taxonomy, assignments are given that challenge students to move beyond the worksheet to understand the information through higher-order thinking. By using higher-order skills of remembering, understanding, applying, analysing, evaluating, and creating, students become active learners, drawing more meaning from the information, and applying and extending their learning in more sophisticated ways.

Our resource, therefore, is an effective tool for any Social Studies program. Whether it is used in whole or in part, or adapted to meet individual student needs, this resource provides teachers with the important questions to ask and interesting content, which promote creative and meaningful learning.

Vocabulary

- Adaptability:** able to change yourself to different conditions.
- Change:** exchange for something else.
- Creativity:** to make meaningful new ideas, methods or ways.
- Dynamic traits:** what sets you apart from everyone else.
- Failure:** lack of success.
- Flexibility:** willingness to change or adapt your ideas.
- Global Competency:** having the skills and mindset to find your way through this world.
- Innovation:** something new or different introduced.
- Invent:** to create your own product.
- Iteration:** a different version of something that already exists.
- Mindset:** an attitude or mood.
- Opportunity:** a chance to move forward or succeed.
- Risk:** putting yourself in a position where there's a chance of loss.
- Status Quo:** the way things are or have always been.
- Technology:** deals with the creation and use of technical means.
- Versatility:** your ability to adapt.
- Zero-Based Thinking (ZBT):** a way of thinking about things.

Great Innovations Throughout History





Fostering a Culture of Iteration

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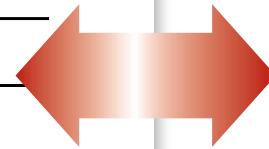
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EASY MARKING ANSWER KEY

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