

Lesson 4: Rapid Research – Data Innovations



Adapted from code.org curriculum

Objectives: You will be able to...



- œ Identify a suitable computing innovation for a research project
- œ Identify reliable and authoritative sources of information about a computing innovation
- œ Synthesize information taken from multiple online sources to create a cohesive description of a computing innovation
- œ Explain how data drives a specific innovation, both in writing and visually

Getting Started:



œ Video -

Getting Started:



- œ One of the things that many modern innovations have in common is their use of data (often Big Data, but not always).
- œ To explore how innovations use data more in depth, you will be completing a rapid research project on a “data innovation” of your choosing

Getting Started:



- ⌘ This is your opportunity to dig deeper into a computing topic that has piqued your interest over the entire course
- ⌘ What kinds of things are you interested in?
- ⌘ How does computing affect them?
- ⌘ How is data used to make innovations you're interested in actually work?

Getting Started:



- œ The project mimics some of the things you have to do for the Explore Performance Task and will be useful preparation.
- œ In particular, the Explore Performance Task asks you to:
 - œ Research a modern computing innovation
 - œ Explain how it uses, produces, or consumes data
- œ This is what we will be doing today ^^

Activity: Rapid Research – Data Innovations



- œ We will be using the “Rapid Research – Data Innovations – Activity Guide”
- œ Step 1: Choose Innovation (20 minutes)
 - œ First review the rubric
- œ Step 2: Read and Research
- œ Step 3: Prepare one-pager
 - œ Identify a visual
 - œ Begin writing one-pager with written response
 - œ Share and submit

Vocab:



œ One-pager – A business/corporate term for a one-page document that summarizes a large issue, topic, or plan

Wrap-up



Share out