

Grade Level: 4 - 5

Curriculum: Explorations, ADST, Social Studies

Title of Lesson: Ancient Technology

Learning Goals/Objectives:

- Designs can be improved with prototyping and testing.
- The choice of technology and tools depends on the task.
- Machines are devices that transfer force and energy.
-

Materials Needed:

- Internet Access
- Colouring supplies
- Pencil and paper

Activity Instructions: (Step by Step)

- Technology plays a large role in the modern world, especially when we think of technology as anything that *extends human capabilities*. This includes things as simple as the pencil you write with, or the basket you might use at the grocery store.
 - There are many technologies that humans discovered or created many thousands of years ago that are nearly the same today as they were back when they were first used. You might've heard the expression, "don't go re-inventing the wheel!"
 - Take a few minutes and watch this video on the evolution of technology. This video shows our past and our present technologies, and even a bit of some technology that seems like it may be a bit part of our future!
 - <https://www.youtube.com/watch?v=IJM3yuIDDPQ>.
 - Choose one of the early technologies in the video (pre-1300 AD). Using the internet, find the answers to the following questions:
 - How did this technology *change* life for people at the time it was invented?
 - What were the biggest benefits of this technology?

- Did this technology replace another type of technology? For example, DVDs and CDs have largely been replaced by online streaming platforms.
- Your task is to create an advertisement for your chosen piece of ancient technology! This can be one large advertisement (one piece of paper), multiple smaller advertisements (divide one sheet into 4 ads), or, if you have access to the technology, create a short television or radio advertisement for the technology.
 - Your advertisement should focus on the reasons people should buy the technology, so use the answers to the three questions above to help come up with ideas. You can fill in the design sheet on the next page to help you organize your ideas!

What is the task or problem to be solved?

1

What are the criteria for my solutions? (What rules do I need to follow)

2

5

Here is a picture of my design!

I think these are the ideas I will keep and use!

4

Here are some of my ideas!

3