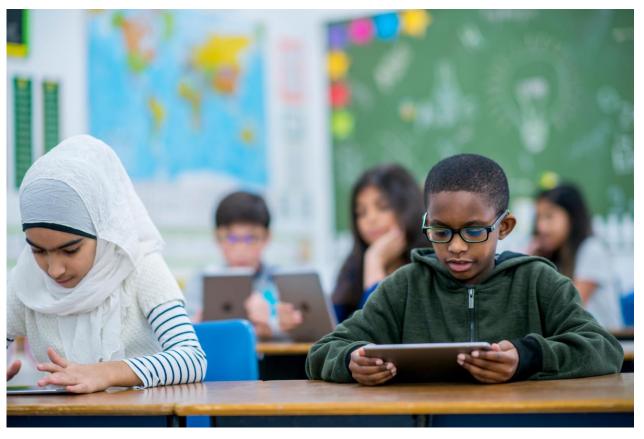
## Creating With Purpose

A Grades 3-5 Learning Activity



## How do you use technology everyday?











#### GO FROM A CONSUMER TO CREATOR!

### CONSUMER

- Passive experience
- 2. Enjoying others' ideas
- 3. Limited learning
- 4. Limited control & choice
- 5. Reacting to existing content

### CREATOR

- Active involvement
- Expressing your own ideas
- 3. Learning by doing
- Control & customization
- Impact & influence



### Creator Community Walk



#### As we walk, let us consider:

- Where can I be of service to this place/space?
- What does someone/something need along our route that I could create?
- What do I notice that needs changed for the better?



#### Creating With Purpose Project

B	Centre of Excellence	Creating With Purpose Project
What nee	ed in our classroom, school or	r community are we going to address?
	terials will we need?	
_		
		nis need? (Sketch your plan here)
	ur technological idea/product communities for good?	that we create, going to impact our schools, our families,
		that we create, going to impact our schools, our families,
and our c		

**Impact**: the force of impression of one thing on

another: a significant or major effect. (Merriam-Webster Dictionary)

How Can We Measure Impact?





# Which careers create with technology?

Graphic Designer

Create Visual Images (logos, webpages, magazines, etc.)



Industrial Designer

Develop innovative concepts for manufactured products like home appliances, furniture, toys and cars.



Video Game Designer Develop characters, storylines, themes and other creative concepts for games.



How might these careers create technology that impacts the community for good?

