

# Creating With Purpose

A Grades 3-5 Learning Activity



**Centre of  
Excellence**  
DIGITAL INNOVATION

**How do  
you use  
technology  
everyday?**



# GO FROM A CONSUMER TO CREATOR!

## CONSUMER

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

## CREATOR

1. Active involvement
2. Expressing your own ideas
3. Learning by doing
4. Control & customization
5. 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

 **Centre of Excellence**  
DIGITAL INNOVATION

Creating With Purpose Project  Name: \_\_\_\_\_


What **need** in our classroom, school or community are we going to address?  
\_\_\_\_\_

What **materials** will we need?

<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____
<input type="checkbox"/> _____	<input type="checkbox"/> _____

What are we creating to help solve this need? (Sketch your plan [here](#))

How is our technological idea/product that we create, going to impact our schools, our families, and our communities for **good**?  
\_\_\_\_\_  
\_\_\_\_\_

How will we measure the **impact** of our creation?   
\_\_\_\_\_  
\_\_\_\_\_

**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?