**TECHNOLOGY BASED UNIT DEVELOPER TEMPLATE**

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| **Subject Area** | Choosing Proficiencies: What content standards does this unit address? | | | | | | |
| \_\_ Language Arts  \_\_\_ Math  \_\_\_ Social Science  \_\_\_ P.E.  \_\_\_Arts  \_\_ Other | UNIT TITLE: List all content standards below that this unit will address: | | | | | | |
| **Define your instructional purpose in terms of relevance to real life applications.** | | | | | | | |
| **Identify Learning Activity Domains** | | | | **Identify the learning task that the students will be experience.** | | | |
| * Experiential Learning * Inferential Learning * Hypothetical Learning * Analytical Learning * Evidential Learning * Virtual Learning * Illustrated Learning * Performance Learning * Collaborative Learning * Authentic Learning | | | |  | | | |
| **Identify methods of assessment** | | | | **Identify the performance assessment content standards measured**. | | | |
| **Hardware** | | | **Software** | | **Online Resources** | | **Web 2.0 Tools** |
| **Presentation** | | **Available Technology Resources** | | | | **Methods of Presentation** | |
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