Mapping

Foreword by George D. Nelson
Now elementary teachers can combine the best of science and technology education in a comprehensive curriculum based on everyday artifacts and systems. "Mapping" takes a novel, engaging approach to teaching how space is organized and used and how maps express meaning about space.

You need not be a technical guru or rich in resources to engage yourself and your students in the basic science, math, and technologies involved. The activities in this book are grounded in a broad range of experiences that are part of children's everyday world where not only words and numbers, but also graphic devices are means to communicate information.

Let your students explore the possibilities of mapping, from drawing their desktops or representing their bedrooms and the important things in them to using coordinates, grids, and scale as tools for redesign.

At the same time, meet these instructional goals: develop fundamental themes of two-dimensional representation of three-dimensional space illustrate and explore concepts of orienting, symbol use, point of view, scale, and one-to-one correspondences demystify common artifacts and, by extension, technology in general promote literacy as students interpret and develop graphic communications develop process skills in observation, classification, ordering, inferring, collecting and organizing data, representing data, design, and evaluation provide rich opportunities for group work.

"Mapping is one of a five-volume series, Stuff That Works! A Technology Curriculum for the Elementary Grades." Developed by City Technology of City College of New York, each volume helps teachers plan and implement classroom activities and units organized around a single topic-how and why a basic technology works.

The guides include an introduction to concepts, classroom stories, resources, and information about standards, as well as suggestions for teachers new to the subject. Use a single volume independently or all five to form a powerful vehicle for integrating science, math, social studies,
language arts, and everyday technology.


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