

Multicultural Considerations in Technology Model Lesson

WebQuest Description: After completing this task, students will be able to explain how entrepreneurs, try to make money by selling goods or services to people. In order for entrepreneurs to do this, they must be willing to take a risk. This could mean spending money they already have on supplies, equipment, or other things to start the business, or giving up their job where they make money now in order to start the business. It's important to note, as well, that entrepreneurs put in a lot of work before they even start their businesses. Entrepreneurs do a lot of different things, like make a financial plan for their business and figure out how to run their business structure (GaDOE, 2018).

Grade Level: 3-5

Curriculum: Social Studies

Keywords: SS5E3 Describe how consumers and producers interact in the U. S. economy.

c. Describe how entrepreneurs take risks to develop new goods and services to start a business (GaDOE, 2018).

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Introduction

After completing this task, students will be able to explain how entrepreneurs, try to make money by selling goods or services to people. In order for entrepreneurs to do this, they must be willing to take a risk. This could mean spending money they already have on supplies, equipment, or other things to start the business, or giving up their job where they make money now in order to start the business. It's important to note, as well, that entrepreneurs put in a lot of work before they even start their businesses. Entrepreneurs do a lot of different things, like make a financial plan for their business and figure out how to run their business structure (GaDoe, 2018)

Tasks

Your objective is to design a functional arcade game inspired by Caine's Arcade that is culturally appropriate for your target audience in order to secure your business's success. You will perform the following tasks: Evidence of culture consideration Survey for intended consumers Field Research using NewsEla Create a Blueprint/Budget/Instructions Apply for Business License How will you advertise your business

Process

Day 1: Watch Read the article about Young Entrepreneurs Day 2: Explore and learn more about culture. Complete at least 2 of the following: - Read Defining Characteristics of a Culture - Read Social Currency - Culture Facts on Kiddle - Culture Nearpod - Kids Share Their Culture Traditions Video Day 3: Read 2 Books from the Epic Books Collection Games. Complete the Culture Consideration Form by clicking on the link, make a copy, and share the completed Consideration Form with your classroom teacher. Day 4: Explore example arcade games on this link. Make 3 choices based on interest as an entrepreneur and cultural interest of your consumer. You will create a dot plot of your three choices by clicking the link, and make a copy. There is an example on the second slide. Print out the completed dot plot and conduct the survey with consumers. Turn in completed survey to your classroom teacher. Day 5: Complete your field research on NewsEla by choosing 1 game article and 1 economy article. Game: Playtime: "Fortnite"..., Game inspired by sister with autism, Netflix and Fortnite, Video Game Scholarships, Economy: Opportunity Costs, French fry shortage from Japan to Kenya Day 6: Create a Blueprint of the model by clicking on the link, make a copy, and share the completed blueprint with your classroom teacher to get approval. You may also draw it out, take a picture, and share with your classroom teacher. Blueprint must include the following: title of game and ALL components labeled. Create a Budget for your business by clicking on the link, make a copy, and share the completed document with your classroom teacher. Write directions and objectives for your game by clicking on the link, make a copy, and share the completed form with your classroom teacher. Day 7: Apply for your business license by clicking on the link, make a copy, and share the completed business license with your classroom teacher. Day 8: Create your advertisement. Remember what you choose on your budget form. If you choose to broadcast it, please create a Google Slide and share the completed slide with your classroom teacher. If you choose to do a poster, make sure to have it completed before opening day. Make sure to complete the Conclusion section of this Quest. Day 9-11: Please check the Evaluation Section of this Quest to ensure you have completed all necessary steps. Once you have gained approval that you completed all the online elements of your Web Quest, you will have three days to build, test, and improve your game creation in the classroom. Collaboration Board I encourage you to engage cooperatively with others on this Quest. Please use our collaboration board if you have any questions or simply wish to share your ideas. You can upload the following types of content: movies, images, GIFs, and voice recordings. Please follow our Netiquette guidelines when posting.

Evaluation

Category and Score	4	3	2	1	Score
Culture Consideration Form	<ul style="list-style-type: none"> - All questions are answered in the Culture Consideration Form - Questions are answered in complete sentences - Responses to questions are clear and show an understanding of the culture of consumer 	<ul style="list-style-type: none"> - All questions are answered in the Culture Consideration Form - Questions are answered in complete sentences - Responses to questions are somewhat clear and show some understanding of the culture of consumer 	<ul style="list-style-type: none"> - All questions are answered in the Culture Consideration Form - Some questions are answered in complete sentences - Responses to questions are somewhat clear and start to show an understanding of the culture of consumer 	<ul style="list-style-type: none"> - Some or no questions are answered in the Culture Consideration Form - Some or no questions are answered in complete sentences - Responses to questions show little to no understanding of the culture of consumer 	4/4
Survey and News/Ela Articles	<ul style="list-style-type: none"> - Completed Survey - 2 indicated articles were read and assignment (quiz) was completed - Both articles' Quiz score was 90% and above 	<ul style="list-style-type: none"> - Completed Survey - 2 indicated articles were read and assignment (quiz) was completed - Both articles' Quiz score was 75% and above 	<ul style="list-style-type: none"> - Completed Survey - 1 or 2 indicated articles were read and assignment (quiz) was completed 	<ul style="list-style-type: none"> - Survey was incomplete - Articles were not read or completed 	4/4
Blueprint and Instructions	<ul style="list-style-type: none"> - Completed Blueprint - Blueprint had all parts labeled and included the tile - Instructions and Objectives were clear - Game instructions and objectives were clear for considered consumer 	<ul style="list-style-type: none"> - Completed Blueprint - Blueprint had most parts labeled and included the tile - Instructions and Objectives were mostly clear - Some evidence of consumer consideration in objective and directions 	<ul style="list-style-type: none"> - Completed Blueprint - Blueprint had some parts labeled and included the tile - Instructions and Objectives were somewhat clear - Very little evidence of consumer consideration in objective and directions 	<ul style="list-style-type: none"> - Incomplete Blueprint - Blueprint had very little or no parts labeled - Tile was not included - Instructions and Objectives were not clear - No evidence of consumer consideration in objective and directions 	4/4
Business License and Advertisement	<ul style="list-style-type: none"> - Completed Business License - License description was clear and creative - Completed Advertisement - Advertisement was neat, information was clear, and consumer considerations were present 	<ul style="list-style-type: none"> - Completed Business License - License description was mostly clear - Completed Advertisement - Advertisement was mostly neat, information was mostly clear, and some consumer considerations were present 	<ul style="list-style-type: none"> - Completed Business License - License description was somewhat clear - Advertisement was somewhat neat, information was somewhat clear, and contained little to no consumer considerations present 	<ul style="list-style-type: none"> - Incomplete Business License - License description was not clear - Advertisement was not neat, information was not clear, and consumer considerations were not present 	4/4
				Total Score	16/16

Conclusion

Teacher Page

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(function(d){var js, id="pikto-embed-js", ref=d.getElementsByTagName("script")[0];if (d.getElementById(id)) {return;}js=d.createElement("script"); js.id=id;js.async=true;js.src="https://create.piktochart.com/assets/embedding/embed.js";ref.parentNode.insertBefore(js, ref);}(document));
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Standards

I wanted to challenge myself and add multicultural notions into a lesson we are currently developing for our social studies standard. The lesson will highlight how entrepreneurs take risks to produce new goods and services to start a business (GaDOE, 2018). Students will be challenged to become entrepreneurs and design a functional arcade game during this lesson. Within the lesson, students will perform a consumer survey, do field research, establish a business plan, budget, apply for a business license, and finally advertise their product. I felt that an authentic way to implement multicultural considerations would be to have the students think of their potential consumers. As a business owner, it is critical to understand your consumers' culture to increase their likelihood of purchasing your product, as well as your capacity to reach your audience through advertising. This, I believe, will spark my students' interest because it is applicable to real-world situations, intrinsically inspiring, and an authentic way to engage students in the study of various cultures. Additionally, this would be an excellent opportunity for students to gain an understanding of culture, as I am unsure

