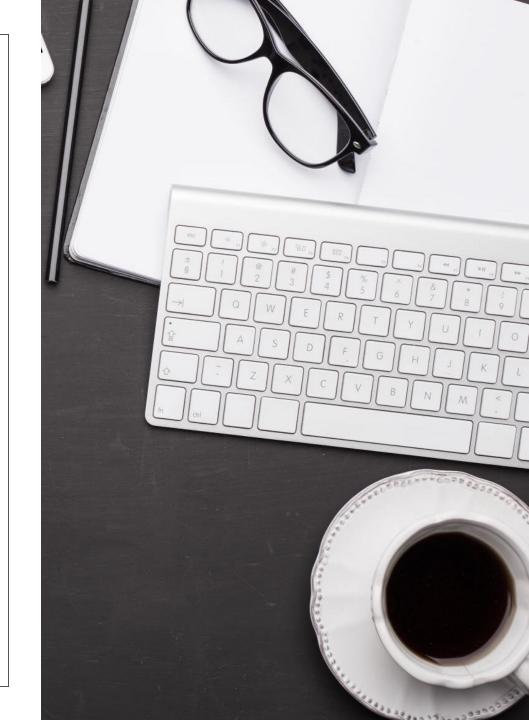# DIGITAL LITERACY SCRAPBOOK PROJECT.

By: Abby Hamel

ARTIFACT 1

THIS WAS A PROJECT I WORKED ON IN SCIENCE THIS QUARTER.

(GO TO NEXT SLIDE FOR CORE COMPETENCY AND PARAGRAPH)

Critical Thinking

Analyze and critique
- I can show if I like something or not.
- I can identify criteria that I can use to analyze evidence.
- I can analyze evidence from different perspectives.
- I can reflect on and evaluate my thinking, products, and actions.
- I can analyze my own assumptions and beliefs and consider views that do n
with them.

Question and investigate
- I can explore materials and actions.
- I can ask open-ended questions and gather information.
- I can consider more than one way to proceed in an investigation.
- I can evaluate the credibility of sources of information.
- I can tell the difference between facts and interpretations, opinions, or judgements.

Develop and design
- I can experiment with different ways of doing things.
- I can develop criteria for evaluating design options.
- I can monitor my progress and adjust my actions to make sure I achieve wh
want.
- I can make choices that will help me create my intended impact on an audie
or situation.

CHEMICALS-SCIENCE

◦ Core competency: Critical Thinking

Have you ever had a science project where you are having so much fun that you want to keep experimenting? Well, that was exactly me with this project. About a month ago in science class, we took a bunch of different chemicals and mixed them together-we put about 10 drops of one chemical in 4 different wells of the painting pallet. Then, we took 4 different chemicals and added one chemical into each well. For this project we had to record data which means it was important to make sure you fully observed the liquid before adding another chemical since the color or consistency could change fast. It involved critical thinking because you needed to question what changed and what stayed the same in order to gather more information for your data tables. This project was cool to see how the same chemical reacted so differently when being mixed with other chemicals. This assignment really required paying attention to detail and moving slowly making sure you fully observed the solution before adding more chemicals.

(There is no link, just a photo)

ARTIFACT 2

○ This is a video I made last year in drama class. Our assignment was to make a video about ways to spread kindness in our school community.

(Core competency, link to video and paragraph on next slide)

Communication

1. **Connect and engage with others (to share and develop ideas)**
   - I ask and respond to simple, direct questions.
   - I am an active listener; I support and encourage the person s[peaking]
   - I recognize that there are different points-of-view and I can di[scuss]
2. **Acquire, interpret, and present information (Includes inquiries)**
   - I can understand and share information about a topic that is i[mportant]
   - I present information clearly and in an organized way.
   - I can present information and ideas to an audience I may not [know]
3. **Collaborate to plan, carry out, and review constructions and activities**
   - I can work with others to achieve a common goal; I do my sha[re]
   - I can take on roles and responsibilities in a group.
   - I can summarize key ideas and identify the ways we agree (c[onsensus])
4. **Explain/recount and reflect on experiences and accomplishm[ents]**
   - I give, receive, and act on feedback.
   - I can recount simple experiences and activities and tell somet[hing]
   - I can represent my learning, and tell how it connects to my ex[periences and] efforts

Spreading Kindness- Drama

◦ Core Competency- Communication

The first Friday in November is 'Random acts of Kindness day'. This special day is dedicated to bringing Canadian communities together by engaging citizens in small acts of kindness/generosity. This project demonstrates communication because we later presented these to our class, and almost every group had a different way to spread kindness. I was an active listener and understood/shared information to my peers. This was a project where communication was important. By the end of presentations, I think that everyone had a better understanding on what this day was about, and how to simply be kind to someone. "I can work with others to achieve a common goal; I do my share"- collaborating with others will give us more ideas, as well as a better comprehension. A better understanding = being able to educate others and spread awareness. Our videos and posters did end up working as I noticed everyone giving complements or kind gestures that day as well as a lot more throughout the rest of the year.

Link to video: https://web.microsoftstream.com/video/f159e19a-4bbb-4b3a-8454-069781c8f5f4

ARTIFACT 3

THIS WAS A PROJECT I MADE LAST YEAR WITH MY FRIENDS IN SOCIALS.
(CORE COMPETENCY + PARAGRAPH ON THE NEXT PAGE)

Creative Thinking

1. Novelty and value
- I get ideas when I play. My ideas are fun for me and make me happy.
- I can get new ideas or build on other people's ideas, to create new things within the
- constraints of a form, a problem, or materials.
- I generate new ideas as I pursue my interests
- I get ideas that are new to my peers.
- I can develop a body of creative work over time in an area I'm interested in or passionate about.

2. Generating ideas
- I get ideas when I use my senses to explore.
- I build on others' ideas and add new ideas of my own, or combine other people's ideas in
- new ways to create new things or solve straightforward problems
- I deliberately learn a lot about something (e.g. by doing research, talking to others or
- practicing) so that I am able to generate new ideas or ideas just pop into my head.
- I have deliberate strategies for quieting my conscious mind (e.g. walking away for a while, doing
- something relaxing, being deliberately playful) so that I can be more creative.
- I have interests and passions that I pursue over time.

3. Developing ideas
- I make my ideas work or I change what I am doing.
- I can usually make my ideas work within the constraints of a given form, problem, and
- materials if I keep playing with them.
- I build the skills I need to make my ideas work, and usually succeed, even if it takes a few tries.
- I use my experiences with various steps and attempts to direct my future work.

Medieval Castle-Socials

Core Competency: Creative Thinking

I don't usually like socials, but this project was one of my favourites throughout the whole year. Although it seems like this project may be easy, it was quite difficult. First off, we had to try and think of the best way to show our understanding on the Medival period as well as the Roman Empire. Most of our classmates were making posters, but we thought that making a minecraft world of what the castle/empire looked like was a more creative idea. "I get ideas when I play- my ideas are fun and make me happy". Playing minecraft not only gave us the oppurtunity to show our teachers how well we understood what life was back then, but it also allowed us to have fun while doing it. I also think that as we were building it, I got a better visual since it was layed out infront of me. In minecraft you can place books and write in them. We decided that it was a smart idea to place a couple around the castle- explaining what each part of the empire was used for. After lots of hard work and creative thinking, we ended up getting a really good mark! (if you want to take a look, click the link below)

Minecraft Empire: https://web.microsoftstream.com/video/97e7e979-a652-44ec-be92-6fe4d9442272?list=user&userId=e328175e-845f-48e7-ab93-7875717e5aac