# Connected Series - Maths, Science, Technology

# Sample ideas, not directive.!!

#### Connected 1999

### Connected 1

Activity: Make a Spinner – could use as an activity to explain a technological concept

#### Connected 2001

## Connected 1

Article: <u>Making a Day-care Centre for Mice</u> – an example of a classroom activity. Also shows some broad specifications, (link to brief development) and notes materials needed for construction.

#### **Connected 2**

Article: Making Driftwood Furniture – an example of technological practice

#### Connected 2002

### Connected 2

*Article:* Manu Tukutuku – article about Maori Kites – could be used to discuss technological practice, good links to Nature of Technology.

#### Connected 2005

#### Connected 1

Story: Super Toy Makers – could be used to show ideas about making toys, or as an introduction to simple "electrical" ideas. Also has a diagram of an electrical circuit.

### Connected 2006

#### Connected 2

*Article:* Sniff, Swing, Swipe – Focus is on developing an enrichment activity for animals in the zoo. Hamilton Zoo is currently running a competition relating to this. Article shows student's drawn design ideas, and the feedback provided by zoo keepers.

## Connected 2007

#### Connected 3

Article: Back to the Drawing Board – Good for developing ideas around 'drawing', especially vanishing points and perspective.

#### Connected 2008

## **Connected 3**

*Article:* Planning a Playground – Focus is on the technological practice of developing a school playground. Good to use for discussions around dual functionality, and other attributes. Tracks the students research process, and how they discuss their ideas with an expert. Has examples of modeling.