LESSON PLAN TEMPLATE					
Teacher's name:		Subject:		Topic:	
Mihaela Kelava		Computer Science (ICT)	(t)EC(hn)OLOGY		
ESD Skills and Related SDGs:		Community Relevance and Actions:	Teach	ning Technique:	
SDG 4 Quality education SDG 9 Industry, innovation, and infrastructure SDG 11 Sustainable cities and communities SDG 12 Responsible consumption and production		explore them and suggest solutions in a way to propose what could be done. They will tackle pollution, infrastructure, our way of life and habits.		Learner-centered method Class discussion Pair work	
LEARNING OBJECTIVE		l ligital skills, critical thinking, media literacy. Ra tal issues, learn how to improve way of living.	aise aw	areness of the	
ASSESSMENT		l play two Kahoot games during the first part og the second part, vote and publish their work.		sson, create their	
MATERIALS	All materials for this lesson are published on the page: <a href="https://mihaelakelava.wixsite.com/lessonsforsdg/t-ec-hn-ology">https://mihaelakelava.wixsite.com/lessonsforsdg/t-ec-hn-ology</a>				
Parts of the Lesson	Key Details			Key Academic and Learning Topics for Today's Lesson	
INTRODUCTION -Daily Routine -Learning Outcome and Agenda -Motivation	Ask students to say a few activities that are conducted with technology now that people did by hand in past (creating clothes, washing clothes, learning sources). Which technology achievement would they missed the most?			Technology development SDGs	
TEACHNG, LECTURE AND MODELING -Engage Student -Key knowledge	Watch presentation Development of technology through history and discuss what will happen with technology in the future (you can prepare Mentimeter or Answergarden for students to post their visions).  Let them play Kahoot game (link after presentation)		!	Sustainable city	
	_	one of the latest achievements. Do you know weate one cellphone? Watch video.	vhat		

	After video finishes, discuss what was wrong in the video?  (cellphone wasn't recycled!)  - What would this kind of behavior result with?  - How should we act? Talk about Olympic medals from old devices: https://olympics.com/en/news/designs-of-tokyo-2020-s-recycled-medals-unveiled  Discuss next two posters:  Pros and cons of using technology – discussion on how to make technology sustainable and environment friendly  With and without technology	
	Show students video Smart cities What does smart city mean? (green energy, zero/low waste, recycling, no/low pollution, organic food, big green areas, coliving of people and animals/nature) Let students play Kahoot game.	
ACTIVITY - pair work	Watch four videos (bottom of the page).  Introduce creative task: Take a photo of neglected part of your city, replan and remodel photographed place respecting sustainable development.  It's common to use filters on your images, now you will have a chance to "filter" part of your city.	
	Taken photo can be printed and you can draw your idea on the photo, or it can be edited in photo editing software. You can take photos from different angles and use one of all of them to create your design.	
CLOSING and ASSESSMENT - Reflect on Learning Outcome -Review Key Points or Common Errors -Relate to Future Lessons	Students present their plan showing the final image and explaining their idea.  All pairs publish their work on shared Miro board.  Prepare voting and let students vote the best solution. Point on the best smart city principles in final designs.	
Additional links	If you have possibility, present it to your local authorities.  For more ideas on how to introduce this topic in your classroom check the link: <a href="https://www.earthwiseaction.org/free-sustainable-cities-">https://www.earthwiseaction.org/free-sustainable-cities-</a>	
	lesson-plans	