

Coverview: This lesson introduces the definition of Information Technology as a career cluster. Students will create an outline of a computer application and present it to the class.		Time: 50-60 minutes Objectives: Students will define what Information Technology is as a career cluster. Students will brainstorm and outline an application.
Preparation: Make a copy of the Handout or post it in the LMS. Prepare the linked video to present to students. Prepare sticky notes for # of students in class. Identify part of your board/wall for the Parking Lot. Prepare any formative assessments you want to use in the wrap-up.	U.S. Department of Labor. (2023). Information Technology Overview Career Cluster / industry video careeronestop. https://www.careeronestop.org/Videos/IndustryVideos/information-technology-overview.aspx Nebraska Career Development Toolkit. Nebraska Career Development Toolkit – Nebraska Department of Education. (2020, June 2). https://www.education.ne.gov/nce/careerdevelopment/	 Warm-up / Video (5 minutes) Activity (40 minutes) Wrap-up & Assessment (5 minutes)

Vocabulary:

• Information Technology: relates to the design, development, support and management of hardware, software, multimedia and systems integration services. (Information Technology Overview Career Cluster / industry video ... 2023)

Assessment:

- Exit Ticket
- Activity presentation



Teaching Guide

Warm-up / Video Intro (5 minutes)

- Start the lesson by asking students what they know about the career cluster of Information Technology. Have students share back to small groups or the whole class.
- Pass out sticky notes 3 per student.
- While watching the video, students must write 3 things they learned on sticky notes (1 per note).
- Watch the video runtime (1 minute, 59 seconds)
 https://www.careeronestop.org/Videos/IndustryVideos/information-technology-overview.aspx
- After the video, students will post their 3 notes to the Parking Lot on the board.

Activity (45 minutes)

- 1. Say to students: now that we have an idea of what information technology is, next we will examine products and apps developed by workers connected to the Information Technology career cluster. What are some applications that we know? (Discuss some examples: Examples: Facebook, Google, Yelp, Pandora, Skype, Ec Readers, Google Earth, Twitter, Check Engine light, navigation, etc...)
- 2. Pass out handouts to students and give directions. Students will need at least 1 sheet of paper for the Activity see Handout (page 3).

Directions for students: Your goal in the next 15-20 minutes is to create a useful application that can be applied to everyday life. This application can be used on a computer, on a smartphone, in a car, or wherever else you choose.

Steps

- 1. Brainstorm an idea for an app.
- 2. Create a name for your application.
- 3. Describe what the application does.
- 4. Decide where the application will be used (computer, phone, car, etc.).
- 5. Determine how the information will be transmitted (cell phone signal, wireless, Bluetooth, electronically through a car, etc.).
- 6. Determine a target audience. Who would be most likely to use this app?
- 7. Draw a picture of what this app looks like! What are some of the images people would see when using this app? What would this application look like in action?
- 8. Be prepared to share your brand new application with the class. Your presentation should be about 30-60 seconds.

*Credits/Sources: Nebraska Career Education (Nebraska Career Development Toolkit 2020)

3. Students will present their App Outlines to the class. Optional: Have students post their outlines on desks or walls of the classroom and do a Gallery Walk.

Wrap-Up (5 minutes)

The wrap-up can be very short for this lesson. Have a discussion on anything you think students need to review for the day.

Formative Assessment:

- Activity completion and presentation
- Exit ticket: What did you learn about Class Information Technology career cluster today?



Let's Make an App!

Directions: Your goal in the next 15-20 minutes is to create a useful application that can be applied to everyday life. This application can be used on a computer, on a smart phone, in a car, or wherever else you choose.

Steps

- Brainstorm an idea for an app.
- Create a name for your application.
- Describe what the application does.
- 4. Decide where the application will be used (computer, phone, car, etc.).
- Determine how the information will be transmitted (cell phone signal, wireless, Bluetooth, electronically through a car, etc.).
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