ACTIVITY 2: Internet of things (IoT) in Your or the Team Life

Activity Objective: Create a presentation on the smart things that you and/or your team use in your daily life that can contribute to sustainability and what can you add that will increase your personal sustainability.

Materials: Chapter 13, paper, computer, printer, Internet Access, MS Power Point

Definition

REVIEW VIDEOS:

Will smart devices succeed and thrive in the future: https://www.youtube.com/watch?v=TPFSN7fFXgo

How it works: Internet of Things: https://www.youtube.com/watch?v=QSIPNhOiMoE

Procedure:

- 1. Work as partners or small teams.
- 2. Research and brainstorm the Internet of Things and what smart devices mean to the world of sustainability.
- 3. Based on the text in chapter 13 and an Internet search develop a detailed presentation how the current smart things you use and future smart things used in your life or the lives of your team will improve sustainability.
- 4. Create a Power Point presentation on your results.

4	3	2	1
World-Class	Proficient	Developing	Emergent
Learner	Learner	Learner	Learner
Learner at this	Learner at this	Learner at this	Learner at this
level has gone	level has had	level has been	level may or may
beyond mastery of	opportunities to	exposed to & had	not have been
knowledge, skills,	apply knowledge,	opportunity to	exposed to
& attitudes	skills, & attitudes	apply knowledge,	knowledge, skills,
described in	of component of	skills, & attitudes	& attitudes
project. World-	project. Proficient	of project.	required by
class learner	learner has	Developing	academic
consistently	mastered essential	learner may have	standards of the
exhibits high-	attributes, thus	only a few	project.
quality	proving mastery.	essential attributes	

to master before

mastery.

1= Emergent Learner

performance.

2 = Developing Learner

3 = Proficient Learner

4 = World-Class Learner