

DESIGN

"Level up your fitness, game on!"

MY
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5

4

CRITERION
assessed

KEY Concept

Development is the act or process of growth, progress or evolution, sometimes in iterative improvements.

Statement of Inquiry

Products that consider identities and relationships can function to help us make developments to improve our health, well-being, physical range of movement and make better lifestyle choices.



Approaches to Learning

Communication

Exchanging thoughts, messages and information effectively through interaction & Reading, writing and using language to gather and communicate information.

Information Literacy

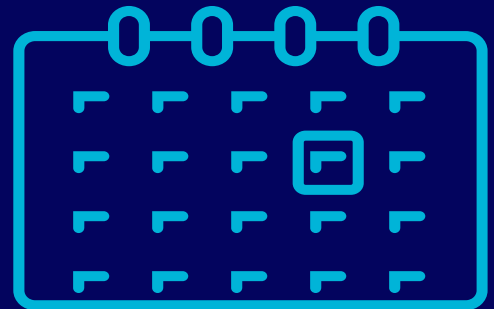
Finding, interpreting, judging and creating information.

Creative Thinking

Generating novel ideas and considering new perspectives.



Dates for your Diary



STARTS
August

ENDS
November

30 lessons over **16** weeks

Inquiry Questions

Factual

"What makes something a game?"

"Why do we like games?"

Conceptual

"How can we apply the principles of gaming to exercise?"

Debatable

"Are digital devices making us less healthy?"

"Does gamification enhance motivation or simply distract from true goals?"

Digital Design Product

You can expect to create a fully interactive presentation or website.

You will design a User Interface and consider User Experience.

You will incorporate different gamification mechanics to encourage your users to exercise.

You will understand how data is collected, stored and visualized.

You must consider basic digital design principals.

Global Context Identifies & Relationships

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