

Business Basics

Unit Plan: Invention of resource and technology used in business

Grade: 7

Lesson Duration: To be determined

Big Idea: Resources and technology are invented to produce goods and service to satisfy the needs and wants

Purpose of the lesson: This lesson enables students' to develop an understanding of resource technology and how they contribute to the creation of goods and services.

Problem Statement: Fast Pace Company Ltd. recently employed a new office clerk. He/She was asked to ensure that that there are adequate human and non-human resources employed to facilitate efficiency in the business.

Learning Objectives: Students will be able to:

- Identify resources that have been invented and utilised in business environment to solve problems.
- Define term terms resources, technology, skills, attitude, human resources, non-human resources, simple, traditional, advanced, invention
- Categorise resources utilized in business (human, non-human)

Attainment Target(s):

Attainment Target 1: Creativity and Innovation

Students will:

- Create a business solution to satisfy a need or solve a problem
- Select the appropriate resources to be used in a business from a range of resources

Attainment Target 2: Explore Methods and Procedures

Students will

- Gather information about resources and technology that are used in a named business

Attainment Target 3: Apply Solution

Students will

- Explain the process or steps involved in selecting appropriate resources and technology in a business
- Categorize resources appropriately





Attainment Target 4: Career Pathways

Students will

- Identify skills and resources utilized by different occupations
- Observe rules and procedures of working within a group

- Participate in group activities
- Utilize technological applications

ICT Attainment target(s):

-  COMMUNICATION AND COLLABORATION – Use technology to communicate ideas and information, and work collaboratively to support individual needs and contribution to the learning of others.
-  RESEARCH, CRITICAL THINKING, PROBLEM SOLVING AND DECISION MAKING - Use appropriate digital tools and resources to plan and conduct research, aid critical thinking, manage projects, solve problems and make informed decisions.
-  DESIGNING AND PRODUCING – Use digital tools to design and produce creative multimedia products to demonstrate their learning and understanding of basic technology operations
-  DIGITAL CITIZENSHIP -Recognise the human, ethical, social, cultural and legal issues and implications surrounding the use of technology and practice online safety and ethical behaviour

SCIENCE

AT3 Energy and Force – Grade 5

Understand how simple machines work

TECHNOLOGY

T&S Standard 5

Student will develop an understanding of the effects of technology on the environment.

MATHEMATICS

AT1 Number Representation – Grade 6

Use mathematical tools to solve problems involving decimals and fractions and interpret the display correctly.

Resource Materials:

Internet, textbook, magazines illustrating pictures of resources used in a business, or samples of resources

Tools/materials/equipment

Small hand tools: scissors, rulers, staplers, paper punch, laptop, projector, fax machine, photo copier, file cabinets, telephone etal.

Classroom Safety e.g. Students will

- Observe the use tools and equipment in a safe manner and assume responsibility for their safety and safety of others.
- demonstrate courtesy in regard to the ideas expressed by classmates and will show appreciation for the efforts of others

Activity Highlights

Engagement

Teacher will provide pictures or video presentation of a business environment, or conduct a tour of the school's office illustrating office related activities such as: answering telephone, photocopying/reproducing documents, stapling of paper, using the computer, and filing documents. Students will observe and discuss the various activities and make a list of the equipment and tools used to solve problems in a business.

Exploration

Following observation students will organise resources identified under the headings: human and non-human eg. Human resources are individuals engaged in productive activity in the business

Explanation

Students conduct research using internet sources or textbooks and prepare a glossary to define the terms resources and technology, human, non- human resources, simple, traditional, advanced, innovation

Extension

In groups students will select a tool or equipment used in the office environment and outlines its development making note of its inventor, year of the development as well as innovation to date.

Evaluation

Assessment of students' knowledge, skills, specially design rubric to provide answer to the following responses:

- Classification of resources – human & non-human
- Tools and equipment
- Features
- Usage in enhancing efficiency and productivity
- Significance/ purpose of the design product
- Ability to solve problem