

# Microsoft YouthSpark Field Trips Overview



## Learn To Code

Program Objectives:

1. Explore game and app technology
2. Construct a mobile game app using the TouchDevelop website and Hour of Code
3. Design and play a video game using the ProjectSpark application

## Technology Innovations and Digital Literacy

Program Objectives:

1. Apply innovative technologies that will assist students in becoming more creative and organized inside and outside the classroom (Office Lens, Office Mix, Worldwide Telescope, Powerpoint, OneNote)
2. Collaborate and achieve tasks by participating in a scavenger hunt (learn about Bing, and other technologies on the store floor)
3. Participate in a hands-on, predesigned adventure to collect data and catalog findings using technologies learned earlier on

Devices used: Surface Pro, Windows phone

*Programs are modified for the different age groups (gr 3 - 5 & gr 6 - 8)*

## Curriculum Ties

During the YouthSpark field trips, students will be engaged in a variety of hands-on learning experiences. Both programs speak to curriculum content in the subjects of language arts, mathematics, science and technology. In addition, this material incorporates ISTE Principles and supports STEM initiatives.

The following are some examples of curriculum ties:

### Language/Communication Arts

1. Oral communication – responding to questions and presenting scavenger hunt findings
2. Reading – following content of the on-screen presentation and scavenger hunt cues
3. Writing – note taking on a tablet and on hand-outs
4. Media literacy – learning about innovative ways to create projects and presentations

### ISTE Principles

1. Creativity and innovation - Create own personal output (app) and digital presentation
2. Communication and collaboration – Work as a team on various projects
3. Research and information fluency - Use Bing as a research tool to investigate a specific topic
4. Technology operations and concepts – learn new technologies and apply them in a practical way

### STEM (Science, Technology Engineering, Math) Initiatives:

1. Science: Computer design, computation processes, earth and space sciences
2. Technology: Computer/tablets, cell phones, and search engines
3. Engineering: Computer software engineering
4. Math: Data management, logical explanation of findings



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