# Computer Science Virtual Learning

# PLTW Computer Science Principles

## May 18, 2020

# Lesson: May 18, 2020
# Rapid Research-Data Innovations

## Learning Target:

- **Identify a suitable computing innovation for a research project.**
- **Identify reliable and authoritative sources of information about a computing innovation.**
- **Synthesize information taken from multiple online sources to create a cohesive description of a computing innovation.**
- **Explain how data drives a specific innovation, both in writing and visually.**

**Watch this video: Computer science is Changing Everything!**
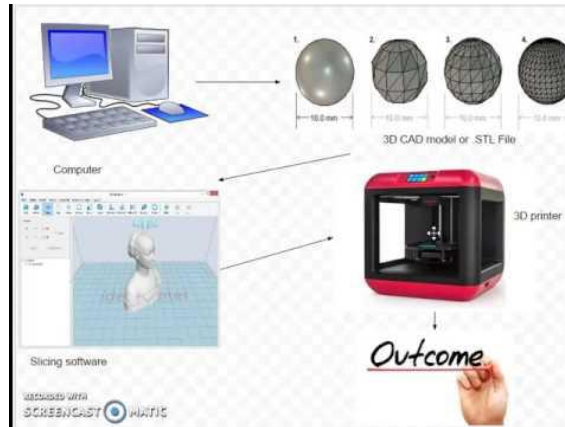
**Today we are going to put your research to Work!**

**So, gather your research from Day 1, and let's get to it…**

# Identify a Visual:

★ **Students need to identify a visual artifact (image, visualization, drawing, chart, video, interview, etc.) that gives some additional insight into their innovation. Students DO NOT need to make this visual themselves. The goal is to effectively use a visual to communicate information about a technical topic. The following video shows an example of an artifact:**

**Complete One-Pager:**

★ **Students should find this aspect of their project most familiar. The prompts are similar in style and content to prompts students have already seen. The need for clarity in writing is essential,and everything must fit on a single page. If you have responded completely to each of the prompts given to you on the Template, it is fine to write less.**

**Sharing:**

★ **Consider sharing your work in small groups online with your peers or with your family and friends. Since students were researching something of their own choosing, they might be eager to show what they found out.**

★ **Consider creating a formal presentation or including this work as part of a professional portfolio. Here is an example of a student Computer science portfolio:**