



Jotform Creation Project¹

Grade Level: 5

OVERVIEW	<i>The purpose of this lesson is to gain an understanding of how to use a computer program to keep track of a simple project: a product sale of a class's chosen creation in order to raise money for their department.</i>
OBJECTIVES	<p><i>At the end of this project, students will:</i></p> <ul style="list-style-type: none"> <i>❖ Create a product as a class that they would like to sell to their families, schoolmates, and the surrounding community.</i> <i>❖ Learn marketing skills</i> <i>❖ Learn dedication and responsibility in a real world situation since students will be dealing with real money.</i> <i>❖ Learn to use a computer program to keep track of their product sales.</i> <i>❖ Students will each be required to sell at least 4 items they are marketing in order to receive a 100% in that portion of the project.</i>
STANDARDS²	<p>1. Science 5.1: <i>Students work collaboratively to carry out investigations. They observe and make accurate measurements, increase their use of tools and investments, record data in journals, and communicate results through chart, graph, written, and verbal forms. Students repeat investigations, explain inconsistencies, and design projects.</i></p> <p>2. Common Themes 5.6: <i>Students work with an increasing variety of systems and begin to modify parts in systems and models and notice the changes that result.</i></p>
MATERIALS	<ul style="list-style-type: none"> <i>❖ Tools and materials needed for creating the product dependent upon student choice, but will be supplied by the school</i> <i>❖ Pen and paper for brainstorming</i> <i>❖ Computer with internet access</i>
PROCEDURE	<ul style="list-style-type: none"> <i>• Explain the project to the class</i> <i>• For the remainder of the class period, allow students to verbally brainstorm what product they would like to create and market.</i> <i>• Before the next class period, instructor will go out and purchase items or order items that will be needed to create the product.</i> <i>• For the next class period, assign roles on who will create the product, who will market the product around the school and community, who</i>

¹ Adapted from http://school.discoveryeducation.com/lessonplans/programs/da_impressionism/#obj

² Indiana Academic Standards for found at <http://dc.doe.in.gov/Standards/AcademicStandards/StandardSearch.aspx>

	<p><i>will collect money from buyers, who will hand out final products to the buyers, and who will keep a list on overall money spent and received and to where the money went.</i></p> <ul style="list-style-type: none"><i>• The following class period will be in a computer lab and will begin with a demonstration on what Jotform is along with how to use the application. Students will each create an account and use that account to keep track of their individual product sales.</i><i>• The following class period, students assigned to creating the product will begin to plan out how they would like to make the product with the help of a supervisor; students that are in marketing will begin to make posters and forms of marketing to promote the product; the accountant will practice making a budget. There will be 2 computers available in the classroom for students who wish to use Jotform during class.</i><i>• For the next two weeks, students will get into their roles at the beginning of class. Students will make the product that is assigned to that task and others will go to classrooms to sell the product and collect money.</i>
EVALUATION	<p><i>During the two work weeks, I will be monitoring progress and work ethic. If I feel that a student is not managing their time or putting in adequate effort, points may be deducted. Students will be graded upon how well they participated in the project by how many items they were able to sell. Each student needs to sell 4 items in order to receive a 100% and to earn back the money spent on the project by the school. Students will be evaluated on how well they used and maintained their Jotform accounts. There will also be a short essay given on the last day of the project for students to write what they thought about the effect of the project, their opinion on how they worked together as a team, and what they learned from this experience.</i></p>