

Amarillo ISD GT Curriculum Scopes & Sequence

Overarching Theme: *Change*

<h2 style="margin: 0;">SEVENTH GRADE</h2> <p style="margin: 0;">Theme: <i>Dimensions</i></p>
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AFFECTIVE	CREATIVE THINKING & PROBLEM SOLVING	CRITICAL THINKING
<p>Begin to formulate various dimensions of an individual value system.</p> <p>Demonstrate empathy.</p>	<p>Define problems in open-ended terms; select and apply tools/strategies to develop or revise possible solutions.</p> <p>Observe and recognize the dimensions of change in and across all disciplines.</p> <p>Consider a state-level problem, then apply the Creative Problem Solving steps to devise an original solution (see addendum).</p>	<p>Examine areas of personal interest to discover connections with various dimensions of the core curriculum.</p> <p>Take a position and examine it from another perspective.</p> <p>Compare and analyze generalizations across disciplines.</p>

RESEARCH

<i>Student Expectations</i>	<i>Resources and Skills</i>
<p>Utilize multiple complex sources to gather data.</p> <p>Use:</p> <ul style="list-style-type: none"> • historical • biographical • internet and/or • experimental designs <p>Use and analyze data to narrow the focus, as needed, to address the essential question(s).</p> <p>Minimum of one research topic is student choice.</p>	<ul style="list-style-type: none"> • increasingly complex database • survey compilation and interpretation • interviews • independent organization of notes • annotated bibliographies

PRODUCTS & PERFORMANCES

<i>Development</i>	<i>Presentation</i>	<i>Products</i>
<p>Develop four or more increasingly complex products addressing the four core content areas that involve:</p> <ul style="list-style-type: none"> • one or more self-selected topics of interest • evaluation conference with teacher using student and teacher-developed rubric • two products in which G/T students work together in specific real life applications • products incorporating two or more elements of depth and complexity 	<p>Integrate core content vocabulary with technology and visuals to deliver oral, written, or visual presentations to designated audiences.</p>	<p>Advanced graphic organizers*, board game, editorial*, journal*, parody/spoof, persuasive letter*, radio broadcast, role play, science fair, self-developed model, simulation, travel log*</p> <p style="text-align: center;"><i>Choose four Products from the list.</i></p> <div style="border: 1px dashed black; padding: 5px; margin-top: 10px;"> <p>A combination of developed products over time should reflect the four content areas as appropriate. *Indicates products that can be accomplished using or integrating technology.</p> </div>